

BATTLE ZONE

Official Strategy Guide



**DETAILED
TERRAIN MAPS!**

ACTIVISION

BradyGAMES
STRATEGY GUIDES

For PC CD-ROM

OFFICIAL **BATTLE ZONE**™ STRATEGY GUIDE

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BradyGAMES would like to thank Peter Karpas, Michael Arkin, and the rest of the Battlezone team at Activision without whom this guide would not be possible.

Legal Stuff

Brady Publishing

An Imprint of
Macmillan Digital Publishing USA
201 W. 103rd Street
Indianapolis, Indiana 46290

ISBN: 1-56686-775-4

Library of Congress Catalog No.: 97-077936

Printing Code: The rightmost double-digit number is the year of the book's printing, the rightmost single-digit number is the number of the book's printing. For example, 98-1 shows that the first printing of the book occurred in 1998.

00 99 98 3 2 1

Manufactured in the United States of America.

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Author Acknowledgements

A pithy tome such as this obviously doesn't happen by accident, and though I hate to admit it, I'm just one cog in the wheel that brought this thing together. First and foremost, I'd like to thank Debra McBride for not believing the rumors, and letting me be one of the "few are chosen" from the "many are called." Naturally, I should thank those who took my words and turned them into a great looking book: Tim Fitzpatrick, Carol Stamile, and Dan Caparo. Of course, none of this would be possible if it wasn't for Ed Rotberg's vision 17 years ago, which became Battlezone—and the folks at Activision, who took that vision and brought it into the 90s in a way that no one ever imagined possible.

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The manual you have in your hands is broken down as follows:

Chapter 1, Menus and Controls—This will instruct you on the many interfaces you'll be dealing with, along with what keyboard commands go with what action.

Chapter 2, Weapons of Destruction—Will acquaint you with the tools of the trade, just the ammo you'll need to take out the enemy. This details names, uses, and power of each weapon at your disposal.

Chapter 3, Measurements of Units—Here we break down the units you'll be able to command, pointing out their relative strengths and weaknesses. And just so you know what you're going up against, we provide the latest intelligence regarding the enemy's units as well.

Chapter 4, Tactics and Maneuvers—While you no doubt will get a fair amount of "on the job training," we like to keep our workplace as accident-free as possible, so in this chapter, we'll discuss the finer points of making your way most efficiently on the battlefield.

Chapter 5, Battlezone Missions—You're a man on a mission, and many a mission there are. Here we break down each and every one so that you can be assured of victory.

Chapter 6, Multiplayer Battlezone—For those who prefer to engage in friendly wargames with your fellow recruits between real missions, we give you some practical advice in that area as well.

Chapter 7, The Making Of Battlezone—War is hell, but like any good Sunday School teacher, we give you plenty of background on where this "hell" we call Battlezone came from.

So, what are you waiting for? Though it's better to be dead than Red, you're going to be both if you don't get started immediately!

INTRODUCTION


Letter To New Recruits

On behalf of the National Space Defense Force, I'd like to welcome you to the front lines of what very well may be the most important war ever waged. You are not only fighting for your own survival, but for that of your children and your children's children, so this battle is not to be taken lightly, recruit.

Following, you'll find a detailed examination of each and every mission that you'll be undertaking, each containing a brief explanation, as well as an explanation of how to successfully complete your task. In addition, we've added pointers where necessary so that you not only come back in one piece, but manage to vanquish the enemy and gather valuable resources for the advancement of our cause.

Many better than you have died learning these secrets and tactics, and it is up to me to ensure that their deaths have not been in vain. Don't disappoint me.

*General Collins,
NSDF*



LOG ENTRY:

JASON BATES, NSCF

I remember the day I received "the visit", the one that's spoken of in hushed tones and denied by everyone of any importance. It was a visit that would forever change the way I viewed the world, cause me to question everything I held to be true, but also make me to see life as more black and white than ever.

It was also the day that I found my purpose in life.

"They" came by my quarters, asking the most vague of questions, which I answered to the best of my ability. It was after an hour of discussions about my background (typical American family), my ties (no close surviving relatives), and my commitment to the United States government (complete and unequivocal) that they finally delivered the proposition.

If I chose I would be engaged in the most secret of offensives, the most covert of operations. No one, not even future Presidents would know about it. I would be put on the front lines of a war that no one knew existed, fighting the Red Enemy to the death, hoping to stave off the ultimate end of everything I held dear, including me, my country, and democracy as a whole. They were looking for the best and the brightest in the Armed Forces, as well as those who were willing to give up all civilian existence—die to this life and fight in a battle that could determine the fate of the free world. I could refuse if I chose, but any proof of this meeting would be nonexistent, and as to be expected, all parties involved would deny everything.

I chose to stand in and fight.

It was then that I realized my calling. I was not put here to fly training missions in preparation for some third-world conflict. Nor was I born to enforce the boundaries that had been drawn on this big, blue marble. I, as well as many of my fellow freedom fighters, were put here to save this world from the closed-minded powers who sought to rule the population with an iron fist, crushing everything that this country had worked for in the last two hundred years.

PROLOGUE

It is for the millions of families who cherish being able to travel as they choose, believe as they want to believe, and vote their conscience that I fight willingly and honorably the hottest of cold wars. Because the only thing that stands between life, liberty, and the pursuit of happiness and an existence spent under a communist dictatorship are me and the rest of the freedom fighters who feel as strongly about this duty as I. It is our desire. It is our mission.

It is our destiny.

LOG ENTRY: ALEXI DOYESTEVSKI, CCA

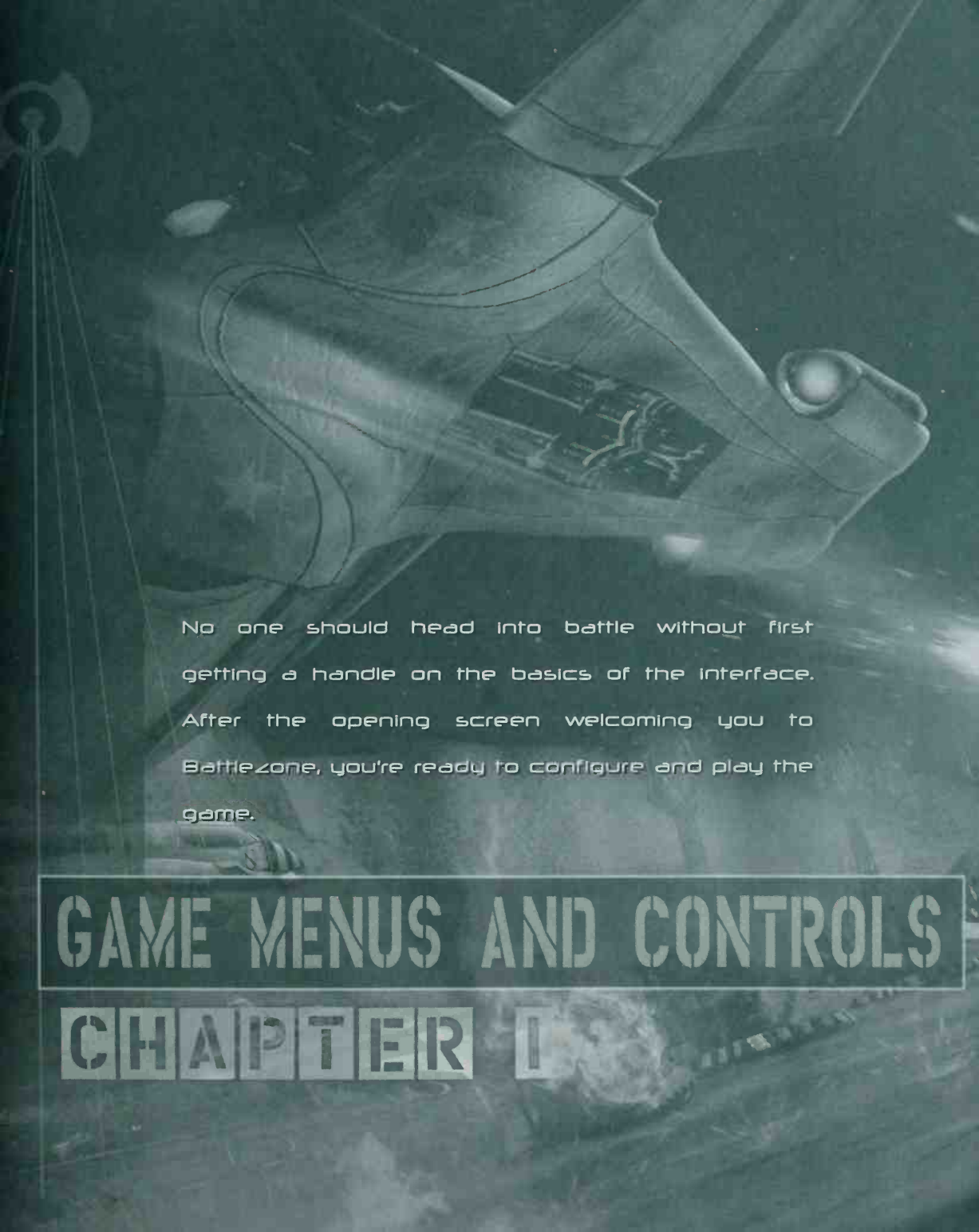
I first heard about the Black Dogs in my classes.

These "freedom lovers" thought that happiness only comes, not by spreading the wealth so that all can live comfortably, but it only comes at the expense of other people's well being. Instead of sharing good fortune, they would hoard their resources, living like kings while their friends, neighbors, or even relatives spent life in miserable poverty. And what exactly have they to show for this revolutionary "democracy?" They have rampant crime, an unbelievable population of those who don't have the basic necessities of life, and a country whose "majesty" is littered to the sky with the waste of those same ruling upper class.

And now they want to spread this same misery throughout the world, even to my homeland. They will not rest until the whole world is theirs for the robbing. It seems they won't be happy until all the power, wealth, and resources are controlled by the few, no matter how many people it leaves destitute, starving, or destroyed.

Luckily, I have been selected to help stop this raging wildfire before it can spread further, before they can get the tools necessary to wipe out every vestige of morality. I feel blessed and thankful to God that I can stop the Black Dogs before they can muster the power to destroy everything in their path, including all I hold to be right, true, and precious. My comrades and I have joined as one in battling their forces, which act under such presumptuous names as "Justice" and "Liberty." They will indeed bring justice when they go down in a fiery blaze, and the only real liberty will be had when their amoral forces are crushed. Only this will free their enslaved people from a life of destitution. Then, they can serve the betterment of the population as a whole, not merely to those who tell them how happy they are.

It is with a fire in my belly that I go to confront the forces that oppose us. I fight not only for the freedom of my own country, but for theirs as well.

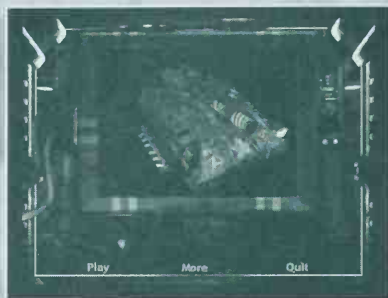
A large, dark, futuristic aircraft, possibly a bomber or transport plane, is shown from a low angle, flying over a battlefield at night. The aircraft has a prominent nose-mounted sensor or light. The background is dark and hazy, with some distant lights and structures visible. The overall tone is gritty and atmospheric.

No one should head into battle without first getting a handle on the basics of the interface. After the opening screen welcoming you to Battlezone, you're ready to configure and play the game.

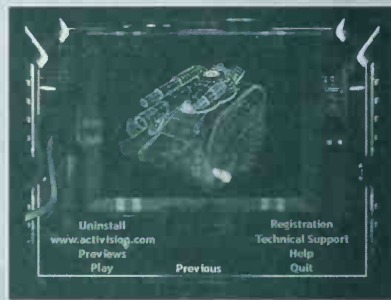
GAME MENUS AND CONTROLS

CHAPTER I

INITIAL SCREEN



Here you can choose to jump right into the action by selecting *Play*. If you're interested in things like logging into the Battlezone website, registering, or uninstalling the game, select *More*. In addition to the options just mentioned, you can also find out how to contact *Technical Support*, see *Previews* of more Activision games, get additional *Help* with the game, or *Quit*.



PLAYER SCREEN

At the Player Screen, you're given further options:

Single Player

Choosing this path will take you through a campaign against the game's pre-designed missions, either for the NSDF or the CCA, depending on the option you choose at the next screen.

Multi Player

Here you can choose to wage war against your friends (soon to be enemies), with all the necessary setup available after you click on that button.

View Credits

Perhaps you're interested in seeing who was behind the creation of such a fine game as this. You need only select this option to find out.

Replay Intro

In case you want to bring late-comers up to speed without having to restart the whole game (or, perhaps you just have a thing for full-motion video), select this button to see the intro again.

Options

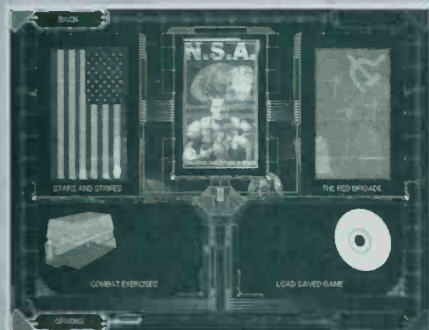
If you aren't happy with the default settings, select this option to change everything from the volume of the music to the graphic detail.

Exit Game

If your boss unexpectedly walks in on you during this screen, you can make a quick and inconspicuous exit by tapping on this button.



SINGLE PLAYER



Depending on your skill, select the item that's most appropriate. If you want to fight for the NSDF (the Americans), choose the Stars and Stripes. From there, you'll gain access to the 17 missions that comprise your campaign to rid the impending threat of the Red Menace. If you choose to fight for the people by selecting the Red Brigade, you'll be taken to a similar screen detailing eight missions. If you're a little green around the gills, select from the four Training Missions, which will familiarize you with everything from basic controls and commanding a wingman to salvaging scrap. Naturally, if you've been down this road before and merely want

to pick up where you left off, hit the button for *Load Saved Game*. Each mission is accompanied with a Mission Briefing detailing what you're expected to accomplish in order to succeed.

NOTE: Hitting Esc during a mission will take you to an Options screen that'll let you Save or Load a game, Abort your current mission, as well as give you access to the Options menu.

MULTI PLAYER

If you have friends, you can battle against them here. After selecting this option, you're taken to a screen that lays out everything you need in order to set up a multi player game. Whether you battle over the Internet, a network, or modem-to-modem, you can do everything necessary from this screen.



OPTIONS

Selecting Options will give you the ability to adjust the *Play*, *Graphic*, *Audio*, and *Input* configurations.

The *Play* options let you change the Game Difficulty, Automatic Leveling, Target Lead Position, and Reverse Mouse, which inverts the "up" and "down" directions on your mouse, depending on your preferences.



The *Graphic* option will let you adjust the settings of the graphics, usually as the speed of your machine dictates. If you have a 3D accelerator, you can make sure the game takes advantage of it here. Or, if you find that the game seems to be running at a poor frame rate, you can go here and turn off some of the graphic detail.

The *Audio* option will let you adjust the volume of Music and Sound Effects, as well as change the richness of the sound.

Finally, if you aren't happy with the default keyboard setup, you can select *Input Configuration* to remap to your preferred setting.

CONTROLS

While it is possible to change the default setting of the controls, keep in mind that the defaults were chosen for a reason. After all, the people who designed the game also decided that this was the best way to play it. In any case, those who truly want to master this game should memorize their controls. Here are the defaults:



Control

Command

Slow Forward
Forward
Strafe Left
Stop and Back
Strafe Right
Pitch Up
Pitch Down
Turn Left
Turn Right
Jump

Keys

Q and **5** on numeric pad
W and **8** on numeric pad
A and **7** on numeric pad
S and **2** on numeric pad
D and **9** on numeric pad
F and **3** on numeric pad
C and **.** on numeric pad
Mouse Left and **4** on numeric pad
Mouse Right and **6** on numeric pad
E and **1** on numeric pad

Weapons

Command

Fire Weapon
Select Weapon

Select Hard Point
Link Similar Hard Points

Keys

Left mouse button and **Enter**
Right mouse button, **+** and **-**, and **Enter** on numeric pad
F8 through **F12**
Ctrl + F8 through **Ctrl + F12**

Views

Command

Cockpit view
HUD only view
Over Vehicle view
External Camera view

Keys

Shift + F1
Shift + F2
Shift + F3
Shift + F4

Command Interface

Command

Game Options Menu
Activate Command
Interface Menus
Multiple Select Units
Issue Smart Reticule
Command to Selected Unit
Select Target
Cancel Selected Command Menu
Mouse Control of Menu

Keys

Esc

1 through 9, and 0
Ctrl + Select Unit

Space Bar

Alt
Tab
Shift

Unit Grouping

Command

Map Selected Units to Quick Key
Select Player-Mapped Quick Key Group

Keys

Ctrl + F1 through Ctrl + F7
F1 through F7

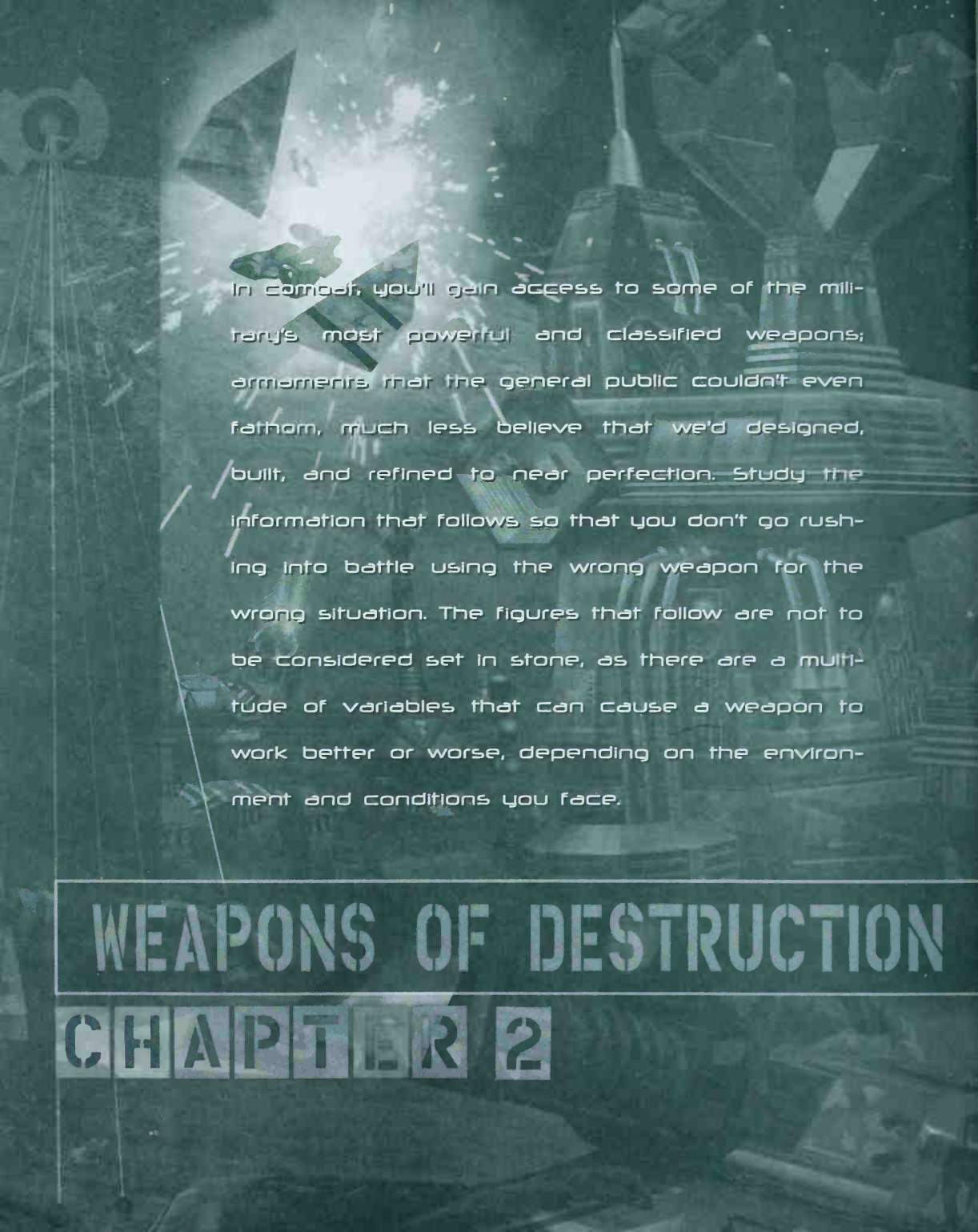
Other

Command

Target Enemy On/Off
Turn Off Nav Beacon
Select Next Nav Beacon
Get Information on object under reticule
Hop Out of vehicle
Bail Out of vehicle
Deploy/Undeploy deployable vehicles
Chat to another player in Multiplayer
Pause game
Exit mission

Keys

T
T
N
I
H
Ctrl + B
K
Ctrl + C
Pause
Alt + X



In combat, you'll gain access to some of the military's most powerful and classified weapons; armaments that the general public couldn't even fathom, much less believe that we'd designed, built, and refined to near perfection. Study the information that follows so that you don't go rushing into battle using the wrong weapon for the wrong situation. The figures that follow are not to be considered set in stone, as there are a multitude of variables that can cause a weapon to work better or worse, depending on the environment and conditions you face.

WEAPONS OF DESTRUCTION

CHAPTER 2

CANNONS

187 SMG

(Standard Mini Gun)



Class: **Cannon**
Barrel Correction: **0 degrees/sec**
Projectile Correction: **0 degrees/sec**
Targeting Condition: **N/A**
Projectile: **Shredder**
Projectile Firing Rate: **5 per second**
Activation: **Fire of weapon**
Maximum Range: **300 meters**
Minimum Range: **1 meter**
Speed: **1200 meters/sec**
Damage: **50 points**
Maximum Life: **1.5 seconds**
Blast Radius: **N/A**
Targeting Conditions: **N/A**
Nano-ammo Used: **20 points**
Recycling Effect: **100%**

Description: The Mini Gun is a rapid fire, small projectile machine gun. The shredder round is an armor-piercing projectile that creates a bright orange line and a high-pitched "hissing" sound as it travels through the air. It's particularly devastating against infantry and nonmoving targets.

AT-Cannon Stabber



Class: **Cannon**
Barrel Correction: **10 degrees/sec**
Projectile Correction: **10 degrees/sec**
Targeting Condition: **N/A**
Projectile: **T-Stabber**
Projectile Firing Rate: **1 per second**
Activation: **Fire of weapon**
Maximum Range: **350 meters**
Minimum Range: **20 meter**
Speed: **500 meters/sec**
Damage: **80 points**
Maximum Life: **2.5 seconds**
Blast Radius: **N/A**

Targeting Conditions: **N/A**
Nano-ammo Used: **40 points**
Recycling Effect: **80%**

Description: The T-Stabber, short for Tank Stabber, is a four-sided shell that looks like a rectangle with one end pinched together. This projectile is a relatively slow moving and heavy shell that leaves a faint, white smoke trail as it travels through the air.

MAG

(Magnetic Acceleration Gun)



Class: **Cannon**
Barrel Correction: **10 degrees/sec**
Projectile Correction: **N/A**
Targeting Condition: **N/A**
Projectile: **Highly concentrated magnetic energy**
Projectile Firing Rate: **Variable**
Activation: **Fire of weapon**
Maximum Range: **250 meters**
Minimum Range: **0 meters**
Speed: **400 meters/sec**
Damage: **Variable (depends on strength of shot when fired)**
Maximum Life: **2.5 seconds**
Blast Radius: **N/A**
Targeting Conditions: **N/A**
Nano-ammo Used: **Variable (depends on strength of shot when fired)**
Recycling Effect: **N/A**

Description: The MAG Cannon is a MAGnetic acceleration gun that fires highly condensed balls of magnetic energy. This weapon has a maximum range of 250 meters (slightly shorter than the PS Mini-Gun). However, the gun delivers more damage per projectile than the mini-gun. To fire the weapon, the player must first charge it. The amount of charge the weapon has when fired will determine the kind of projectile asset used and the amount of damage each projectile delivers. If the player presses and releases the left mouse button quickly, six small balls of electrical energy will be fired (the balls will fire in three pairs). Each ball will inflict 75 points of damage. If the mouse button is held down, the player will hear the weapon charging—there will also be a change in the reticule to indicate that weapon is charging. When the button is released with the weapon at half charge (this takes two seconds), the MAG Cannon will fire two larger balls of electrical energy that do 150 points of damage each. If the player holds down the mouse button for four full seconds, the MAG Cannon will fully charge. When the mouse is released, a large, single ball of electrical energy will fire at the target. This ball will deliver 400 points of damage. The more the player charges the weapon, the more Nano-ammo will be used when the weapon is finally fired.

Flash Cannon



Class: **Cannon**

Barrel Correction: **N/A**

Projectile Correction: **N/A**

Targeting Condition: **N/A**

Projectile: **Hot Foot microwave
particle beam**

Projectile Firing Rate: **Instantaneous**

Activation: **Fire of weapon**

Maximum Range: **200 meters**

Minimum Range: **0 meters**

Speed: **Instantaneous**

Damage: **From overheating**

Maximum Life: **Continuous (until nano-ammo is depleted)**

Blast Radius: **N/A**

Targeting Conditions: **Target must remain within reticule**

Nano-ammo Used: **Variable (depends on duration of fire)**

Recycling Effect: **N/A**

Description: The Flash Cannon, often referred to as the "Hot Foot," fires a concentrated beam of microwave energy at its target. The microwave energy is invisible and causes the target vehicle's Mag-Lev engine to heat up. Unwary pilots will quickly find their ships overheating and taking damage if they don't keep their eyes on their heat gauges. When the player selects the Flash Cannon, the reticule will indicate if the target is within range of the weapon. When the player fires, there is no visible asset—only the sound of the weapon (the target will not hear the sound). The target will immediately begin heating up. As long as the player holds down the mouse button and the reticule is kept on the target, the target will continue to heat up until it begins to take damage (the player will see the damage inflicted on the vehicle through the damage bar). The weapon will continue to use nano-ammo as long as the weapon is being fired.

Blast Cannon



Description: The Blast Cannon delivers a short but powerful laser beam burst that does tremendous damage to enemy armor. The energy needed to create the laser requires a great deal of nano-ammo. For this reason, the Blast Cannon is best utilized by Gun Towers.

Automated Targeting Gun (TAG Cannon)



Class: **Cannon**

Barrel Correction: **10 degrees/sec**

Projectile Correction: **Leader Round: 5
degrees/second, Swammer Rounds:**

Homing

Targeting Condition: **N/A**

Projectile: **Leader Round**

Projectile Firing Rate: **Swammers: automatic**

Activation: **Impact**

Maximum Range: **Leader Round: 50 meters,
Swammer Rounds: 200 meters**

Minimum Range: **0 meter**

Speed: **Leader Round: 50 meters/second,
Swammer Rounds: 400 meters/second**

Damage: **Leader Round: N/A, Swammer Rounds: 200 points.**

Maximum Life: **2.5 seconds**

Blast Radius: **N/A**

Targeting Conditions: **N/A**

Nano-ammo Used: **100 points**

Recycling Effect: **N/A**

Description: The Automated Targeting Gun, or TAG cannon, fires in two phases. When the weapon is selected, the first projectile it fires is called the Leader Round. This projectile, upon impact with a vehicle or terrain, gives off a brief homing signal. Two seconds after the homing signal is activated, the second round of projectiles, called a Swammer Round, is fired. Swammers are small projectiles that fire in a random, rapid pattern like salvo-rockets. Swammers lock onto the homing signal of the Leader Round and automatically correct their trajectory to strike wherever the Leader Round is located. Once a Leader Round has established its homing signal, the Swammer Rounds will automatically fire two seconds later and automatically fly for the Leader Round, no matter which direction the firing vehicle is facing. Swammers will head for the Leader Round, but will not change trajectory to avoid obstacles in their path.

AT-Super Stabber



Class: Cannon

Barrel Correction: 10 degrees/sec

Projectile Correction: 10 degrees/sec

Targeting Condition: tk

Projectile: Super Stabber

Projectile Firing Rate: 1 per 2 seconds

Activation: Fire of weapon

Maximum Range: 400 meters

Minimum Range: 20 meters

Speed: 500 meters/sec

Damage: 120 points

Maximum Life: 3 seconds

Blast Radius: 1.5 meters

Targeting Conditions: N/A

Nano-ammo Used: 60 points

Recycling Effect: 75%

Description: The Super Stabber is an advanced Stabber round. This projectile is so volatile that it bursts into flame the instant it's launched, making it appear like a fireball with a long tail as it travels through the air. Upon impact, the Super Stabber not only damages the vehicle it strikes, but it also damages anything else within a blast radius of 1.5 meters (3 meters diameter).

MORTARS

Standard Mortar



Class: **Mortar**
Barrel Correction: **N/A**
Projectile Correction: **N/A**
Targeting Condition: **tk**
Projectile: **Mortar**
Projectile Firing Rate: **1 per sec**
Activation: **Impact**
Maximum Range: **500 meters**
Minimum Range: **10 meters**
Speed: **tk**
Damage: **tk**
Maximum Life: **N/A**
Blast Radius: **tk**
Nano-ammo Used: **tk**
Recycling Effect: **tk**

Description: The mortar fires in an arced trajectory. Once it strikes something, be it vehicle or terrain, it explodes, causing damage and terrain deformation.

Manual Detonation Mortar (MDM)



Class: **Mortar**
Barrel Correction: **N/A**
Projectile Correction: **N/A**
Targeting Condition: **N/A**
Projectile: **MDM**
Projectile Firing Rate: **Once per detonation**
Activation: **Manual**
Maximum Range: **tk**
Minimum Range: **tk**
Speed: **tk**
Damage: **Larger than standard mortar**
Maximum Life: **30 seconds**
Blast Radius: **15 meters**
Nano-ammo Used: **tk**
Recycling Effect: **tk**

Description: The MDM fires by pressing the left mouse button once—like a standard mortar, however, the MDM doesn't detonate on impact. The MDM requires that the player detonate it, much like a pipe bomb. If the MDM comes in contact with an enemy vehicle, it'll automatically detonate. However, if the MDM strikes the terrain, it'll bounce or ricochet off the terrain in the appropriate direction. It can continue bouncing for several meters before coming to a stop. At any time during the MDM's trajectory, the player can detonate the device by pressing the left mouse button a second time. The player must detonate an MDM before he can fire another one. The MDM has a maximum life of 30 seconds. If the MDM is not detonated before the 30 seconds expires, it'll detonate itself. If the player switches hard points before detonating a previously launched MDM, it will instantly detonate on its own. Once detonated, the MDM damages like a standard mortar and does terrain deformation.



The Splinter (Death Wheel)

Class: **Mortar**

Barrel Correction: **N/A**

Projectile Correction: **N/A**

Targeting Condition: **tk**

Projectile: **Splinter Mortar**

Projectile Firing Rate: **1 per 2 sec**

Activation: **1 second after mortar stops
on terrain**

Maximum Range: **tk**

Minimum Range: **tk**

Speed: **tk**

Damage: **Variable (damage caused by projectiles)**

Maximum Life: **5 seconds**

Blast Radius: **600 meters in diameter**

Nano-ammo Used: **tk**

Recycling Effect: **tk**

Description: The Splinter is a mortar that, like the MDM, detonates the instant it comes in contact with an enemy vehicle. It does normal mortar damage, but does not detonate when it strikes terrain; it bounces over the terrain until it comes to a stop. One second after the Splinter comes to a complete stop, it'll launch itself two meters straight up into the air, spinning violently as it does. As it spins, it fires .72mm AP projectiles (the same as the Mini-Gun projectile) in a clockwise rotation. The projectile will have the same range and damage as if it were fired from the Mini-Gun. The Splinter will continue in a circular pattern, spraying an area with projectiles for five seconds. All damage is done by the projectile, not the mortar, and there is no terrain deformation.

Day Wrecker

Class: **Mortar**
Barrel Correction: **N/A**
Projectile Correction: **N/A**
Targeting Condition: **Locked in 60 degree angle**
Projectile: **Day Wrecker**
Projectile Firing Rate: **tk**
Activation: **Impact**
Maximum Range: **1500 meters**
Minimum Range: **1500 meters**
Speed: **300 meters/sec**
Damage: **750 points at the epicenter of the blast**
(less as distance from blast increases)
Maximum Life: **8 second total travel time**
Blast Radius: **20 meters**
Nano-ammo Used: **1000 points**
Recycling Effect: **tk**

Description: The Day Wrecker is the most powerful artillery available. It is a longer range, high altitude mortar that can only be fired at a 60-degree angle (the reticule should reflect this). Once fired, the Day Wrecker travels exactly 1500 meters through the sky in an arced trajectory. It makes a high pitched, swirling sound while traveling. When it reaches a distance of 1500 meters and an altitude of 500 meters, it'll deploy a small parachute. It will then gently float down to the ground at 100 meters per second. When it reaches the ground, it'll explode in a powerful concussion fireball with a blast radius of 20 meters. It creates terrain deformation.

Pop Gun



Class: **Mortar**
Barrel Correction: **N/A**
Projectile Correction: **N/A**
Targeting Condition: **Locked in 60 degree angle**
Projectile: **Popper**
Projectile Firing Rate: **1 per sec**
Activation: **Impact**
Maximum Range: **200 meters**
Minimum Range: **20 meters**
Speed: **tk**
Damage: **75 points**
Maximum Life: **N/A**

Blast Radius: 10 meters

Nano-ammo Used: tk

Recycling Effect: tk

Description: Poppers are small mortars that lock onto targets and home in on them. Poppers fire at a 60-degree angle but have a very short range of 100 meters (maximum). Once fired, a popper travels to an altitude of 200 meters in one second. At the peak of its climb, if it does not contact anything, it'll lock onto the position of the nearest enemy target. Once locked, it will correct its trajectory and fall directly toward the position of the nearest enemy. Poppers only correct their trajectory once; this means that if the target is moving, the popper mortar has less of a chance of striking it. Poppers detonate the instant they strike something. They do not cause terrain deformation.

MISSILES

Thermal Hornet

Class: Missile

Barrel Correction: N/A

Projectile Correction: Automatic

Targeting Condition: Missile must lock

Projectile: Thermal Hornet

Projectile Firing Rate: 1 per lock

Activation: Impact

Maximum Range: 2000 meters

Minimum Range: 50 meters

Speed: 100 meters/sec

Damage: 500 points

Maximum Life: 10 seconds

Blast Radius: 1.5 meters

Nano-ammo Used: 100 points

Recycling Effect: tk



Description: The Thermal Hornet missile has highly sensitive sensors that lock onto the thermal signature of an enemy ship. It has a ten second burn life which allows it to follow a ship with the resolve and tenacity of an angry hornet. Locking time for the missile depends on the strength of the target's thermal signature. The gunner must keep the reticule over the target until the target is locked. The Thermal Hornet has a combustion, shard-scattering warhead designed to explode on impact and spray the target with shrapnel. Any vehicle within 1.5 meters of the blast will also take damage.

To target a vehicle, the player must first select the missile's hard point. Then, you will position the reticule over the intended target and press the left mouse button once. A special box will appear over the target. The box indicates that the vehicle is the intended target of the missile. It will do two things:

It will display the target's heat signature. This way, you have an instant visual cue as to how much heat the target is radiating and, therefore, how much time you will have to wait before a missile lock can be established.

It will also display the time passage as the missile is locking. You will get visual feedback that the missile you're targeting is doing something and how much longer you need to wait before the missile is ready.

You must then keep the firing reticule inside the box surrounding the target for the amount of time needed for the missile to lock. If the reticule moves out of the box, the time passage will start to climb. If you want to target another vehicle, you need only position the reticule over the new intended target and press the left mouse again. The box will now shift to the new target. Once the correct amount of time has passed, the box will change color, indicating a missile lock. You can now fire the Thermal Hornet by pressing the left mouse key again. Once the missile is locked, you need not continue to keep the reticule inside the box to fire the missile.

Certain variables such as lava fields and Solar Flare Mines will have an adverse effect on the missile, causing it to lose its target once fired.

Image Locking Shadower Missile

Class: **Missile**

Barrel Correction: **N/A**

Projectile Correction: **Automatic**

Targeting Condition: **Missile must lock**

Projectile: **ILS**

Projectile Firing Rate: **1 per lock**

Activation: **Impact**

Maximum Range: **1000 meters**

Minimum Range: **0 meters**

Speed: **100 meters/sec**

Damage: **200 points**

Maximum Life: **10 seconds**

Blast Radius: **0.5 meters**

Nano-ammo Used: **60 points**

Recycling Effect: **tk**



Description: The ILS Missile locks onto the visual image of its targets. You must hold the reticule over the target until the missile can lock. When you hold the reticule over

the target, the reticule will change color to indicate that the target is detected. Several variables like fog and smoke could interfere with target detection, even if the target is within visual range.

Once the target is detected and the reticule is held over it, a box will appear over the target. The box will blink on and off rapidly. When the missile locks onto the target, the box will stop blinking and remain solid over the target. You will no longer need to hold the reticule over the target. A solid line will link the target with the reticule should the reticule move (indicating that the lock is still in effect).

If the target moves out of your LOS, the lock will be lost. If the player positions the targeting reticule over another vehicle, the same process will occur. Once the new vehicle is locked, the box and connecting line will jump from the old target to the new target.

Once the target is locked, you'll fire the missile by pressing the left mouse button.

Comet Cruise Missile

Class: **Missile**

Barrel Correction: **N/A**

Projectile Correction: **Automatic**

Targeting Condition: **Missile must lock**

Projectile: **Comet Missile**

Projectile Firing Rate: **1 per lock**

Activation: **Impact**

Maximum Range: **1000 meters**

Minimum Range: **0 meters**

Speed: **100 meters/sec**

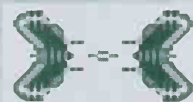
Damage: **100 points**

Maximum Life: **20 seconds**

Blast Radius: **N/A**

Nano-ammo Used: **50 points**

Recycling Effect: **1k**



Description: The Comet Cruise Missile is a radar-guided missile that can lock onto any target as long as it's within radar range. To target the missile, the player must first select the missile's hard point and then cycle through the targeting key (T) until he finds the vehicle he wants to target. When a vehicle is selected, a solid line will connect the vehicle's position with the targeting reticule, even if the vehicle is out of the player's LOS. The player must then turn his ship to bring the vehicle's position inside the Comet Cruise Missile's targeting reticule. The reticule will then change in either shape or color to indicate that the target is locked (this should

take a couple seconds). Once the target is locked, the player can fire the missile. If a target is locked and the player presses the right mouse or "T" key again, the lock will be broken.

Sand Bag Missile



Class: Missile
Barrel Correction: N/A
Projectile Correction: 10 degrees
Targeting Condition: N/A
Projectile: Comet Missile
Projectile Firing Rate: 1 per second
Activation: Impact
Maximum Range: 1000 meters
Minimum Range: 0 meters
Speed: 300 meters/sec
Damage: 100 points
Maximum Life: N/A
Blast Radius: N/A
Nano-ammo Used: 50 points
Recycling Effect: tk

Description: The Sand Bag Missile is a non-locking missile and fires more like a rocket. The reticle for this missile is fixed in the player's LOS—it does not move. The player must maneuver his entire ship to bring a target into the reticle. When a vehicle enters the reticle, it will change shape and/or color to indicate that a good shot is available (i.e., a shot that is on target and within range). You can then fire the Sand Bag. The SB Missile does not alter trajectory after being fired. When the Sand Bag Missile strikes its target, it deploys a magnetic anchoring device designed to drag across the terrain. This dragging anchor slows down the targeted ship (increases the friction on the vehicle by ten percent). The more Sand Bag Missile strikes a vehicle sustains, the slower the vehicle will move. More Powerful vehicles can sustain more SB missile hits before being stopped completely. Each Sand Bag Missile drops off after ten seconds.

SPECIAL WEAPONS & COUNTERMEASURES

Phantom-VIR (Visual Image Refractor)

WEAPONS OF DESTRUCTION

Class: **Special**

Barrel Correction: **N/A**

Projectile Correction: **N/A**

Targeting Condition: **N/A**

Projectile: **N/A**

Projectile Firing Rate: **N/A**

Activation: **Fire of weapon**

Maximum Range: **10 meters**

Minimum Range: **10 meters**

Speed: **N/A**

Damage: **N/A**

Maximum Life: **15 seconds**

Blast Radius: **N/A**

Nano-ammo Used: **200 points**

Recycling Effect: **N/A**

Description: The Phantom-VIR produces a false image of your ship, or "phantom," ten meters directly north of the ship's actual location. Once activated, the device will remain on for 15 seconds. Your ship is rendered invisible during the time that the device is activated, however, your weapons will still fire from where your ship is actually located. The phantom will not appear to be firing any weapons. There will not be any exhaust flames emanating from the engines of the phantom. The phantom will move with your ship, mimicking its movements and course corrections exactly. However, it will always remain due north of your actual position. For this reason, an enemy firing directly south at a phantom can hit your ship behind it. Missiles that require a visual lock on their targets will lock on the phantom, not your ship.

RED-Field Generator

(Radar Echo Dampening Field Generator)



Class: **Special**
Barrel Correction: **N/A**
Projectile Correction: **N/A**
Targeting Condition: **N/A**
Projectile: **N/A**
Projectile Firing Rate: **N/A**
Activation: **Fire of weapon**
Maximum Range: **Over ship**
Minimum Range: **Over ship**
Speed: **N/A**
Damage: **N/A**
Maximum Life: **30 seconds**
Blast Radius: **N/A**
Nano-ammo Used: **100 points**
Recycling Effect: **N/A**

Description: The RED-Field Generator completely removes your ship's echo signature from all radar for 30 seconds. All weapons that require a radar signal to lock will not be able to target or track the player's ship once the RED-Field Generator is activated. A ship under RED-Field protection will have a visual disturbance over its hull, like a colonized glow, to indicate that it is radar invisible.

M-Curtain Mine

(Magnetic Curtain Mine)



Class: **Special**
Barrel Correction: **N/A**
Projectile Correction: **N/A**
Targeting Condition: **N/A**
Projectile: **M-Curtain Mine**
Projectile Firing Rate: **N/A**
Activation: **2 seconds after firing**
Maximum Range: **2 meters**
Minimum Range: **2 meters**
Speed: **Standard mine speed**
Damage: **N/A**

Maximum Life: **30 seconds**
 Blast Radius: **N/A**
 Nano-ammo Used: **75 points**
 Recycling Effect: **N/A**

Description: The M-Curtain is a specialized mine designed to produce a localized field of extreme magnetism. Once the mine is launched from your ship, it imbeds itself into the terrain. One second after it imbeds into the ground, it starts to generate a bubble of magnetism that is 20 meters in diameter and three meters tall. The bubble cannot move. The bubble will appear like a swirling blue dome on the terrain, and no projectile can penetrate it. However, vehicles under the bubble can fire out from it. The reason for this is that the M-Curtain Mine generates magnetism from the center of the bubble and pushes it outward. Vehicles can move in and out of the bubble but cannot remain inside the bubble for the same reason. At the center of the bubble, the magnetic forces pushing a ship out are far less than at the bubble's edge. Once you're under the bubble, you'll constantly have to adjust your position to fight the M-Curtain Mine's magnetism pushing you out—like balancing on top of a ball. The more off-center your ship shifts direction, the harder it is to stay under the bubble. Once activated, the bubble lasts for 30 seconds and then dies.

Solar Flare



Class: **Special**
 Barrel Correction: **N/A**
 Projectile Correction: **N/A**
 Targeting Condition: **N/A**
 Projectile: **Solar Flare**
 Projectile Firing Rate: **N/A**
 Activation: **1 second after firing**
 Maximum Range: **2 meters**
 Minimum Range: **2 meters**
 Speed: **N/A**
 Damage: **100 points/per sec**
 Maximum Life: **60 seconds**
 Blast Radius: **5 meters**
 Nano-ammo Used: **60 points**
 Recycling Effect: **N/A**

Description: The Solar Flare is a specially modified mine designed to produce a plume of fire that burns at an extremely high temperature for one minute. The fire plume is five meters in diameter and 20 meters high (not able to be jumped over). Once the mine embeds in the ground, it starts to burn. Once activated, the mine cannot be deactivated and will continue to burn for the full minute. The flare will give off a thermal signature that will attract any heat-seeking projectile

within 200 meters of it. The flare will also scramble all infra-red displays looking at it, so vehicles nested to a Solar Flare cannot be targeted by heat-seeking weapons. Any vehicle that passes through the Flare's plume will sustain 100 points of damage for every 0.45 seconds it is exposed to the plume. Flares placed in a row at a choke point can provide a temporary but effective barrier to slower moving vehicles.

MITS

(Magnetic Inverting Tethering Snare)



Class: Special
Barrel Correction: N/A
Projectile Correction: N/A
Targeting Condition: N/A
Projectile: MITS Mine
Projectile Firing Rate: N/A
Activation: 2 seconds after firing
Maximum Range: 2 meters
Minimum Range: 2 meters
Speed: N/A
Damage: From lightning
Maximum Life: N/A
Blast Radius: N/A
Nano-ammo Used: 75 points
Recycling Effect: N/A

Description: The MITS, or "catcher's mitt," is a modified M-Curtain Mine. Instead of pushing outward with magnetic force, the MITS does exactly the opposite—pulling anything metallic toward it with incredible force. Like the M-Curtain Mine, a MITS has a diameter of 20 meters and is three meters tall, however, the bubble generated by the MITS is completely invisible and the force of the pull is greater at the center of the bubble than at the edges. When a vehicle comes within range of a MITS, it will become "stuck" for the duration of the MITS's life. The vehicle will still be able to rotate and fire; it will not be able to move forward, left, right or backward. MITS can be very effective when your ship is damaged and you're being pursued by an enemy ship. The player can deploy a catcher's mitt, and the pursuing ship will be temporarily stopped. MITS will also attract any radar-guided projectile within 200 meters.

Because of their powerful magnetic properties, MITS actually have a 30% chance of attracting a lightning arc every five seconds they are active. This makes them easier to visually spot on the terrain, but makes them more dangerous to the unfortunate vehicles that get entrapped in their field.

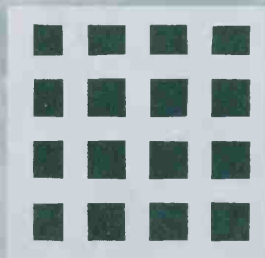
Proximity Mine



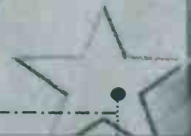
Class: **Special**
Barrel Correction: **N/A**
Projectile Correction: **N/A**
Targeting Condition: **N/A**
Projectile: **Proximity Mine**
Projectile Firing Rate: **N/A**
Activation: **2 seconds after firing**
Maximum Range: **2 meters**
Minimum Range: **2 meters**
Speed: **N/A**
Damage: **Variable—100 points at center**
Maximum Life: **N/A**
Blast Radius: **10 meters**
Nano-ammo Used: **75 points**
Recycling Effect: **N/A**

Description: A standard mine that detonates when a vehicle enters its detection range. The mine does not become armed until two seconds after it is placed in the ground. Once it is armed, any vehicle that gets within seven meters of the mine will activate the mine. When the mine activates, it makes a loud, short, electronic sound (indicating that it is activated). One second after the mine is activated, it'll explode. The closer a vehicle is to the mine when it explodes, the more damage it will receive.

SITE Camera (Sensory Image Terrain Exposing Camera)



Class: **Special**
Barrel Correction: **N/A**
Projectile Correction: **N/A**
Targeting Condition: **N/A**
Projectile: **N/A**
Projectile Firing Rate: **N/A**
Activation: **N/A**
Maximum Range: **100 meters**
Minimum Range: **100 meters**
Speed: **N/A**
Damage: **N/A**
Maximum Life: **Variable—depends on amount of nano-ammo**
Blast Radius: **N/A**
Nano-ammo Used: **10 points per sec**
Recycling Effect: **N/A**



Description: The SITE Camera is an X-ray camera that allows a player to see through terrain. When the hard point is selected, the camera is activated by pressing and holding down the left mouse button. As long as the mouse button is held down, terrain features, like peaks and cliff walls, will become transparent. The terrain features will be outlined in green wire-frame, appearing very similar to the vector-graphic type terrain features in the original Battlezone game. Everything that is not a terrain feature (vehicles, buildings, mines) will be visible through or on the terrain. The camera only has a range of 100 meters, if the camera is pointed at a terrain feature that is wider than 100 meters, a mountain for instance, the feature will not go transparent. Any terrain feature outside the camera's range will not become transparent. The camera will remain on until the player releases the mouse button or runs out of nano-ammo.

Masgrenade

Class: Special

Barrel Correction: N/A

Projectile Correction: N/A

Targeting Condition: N/A

Projectile: Holographic Imprint

Projectile Firing Rate: N/A

Activation: Upon Impact

Maximum Range: 100 meters

Minimum Range: 100 meters

Speed: 500 meters/sec

Damage: N/A

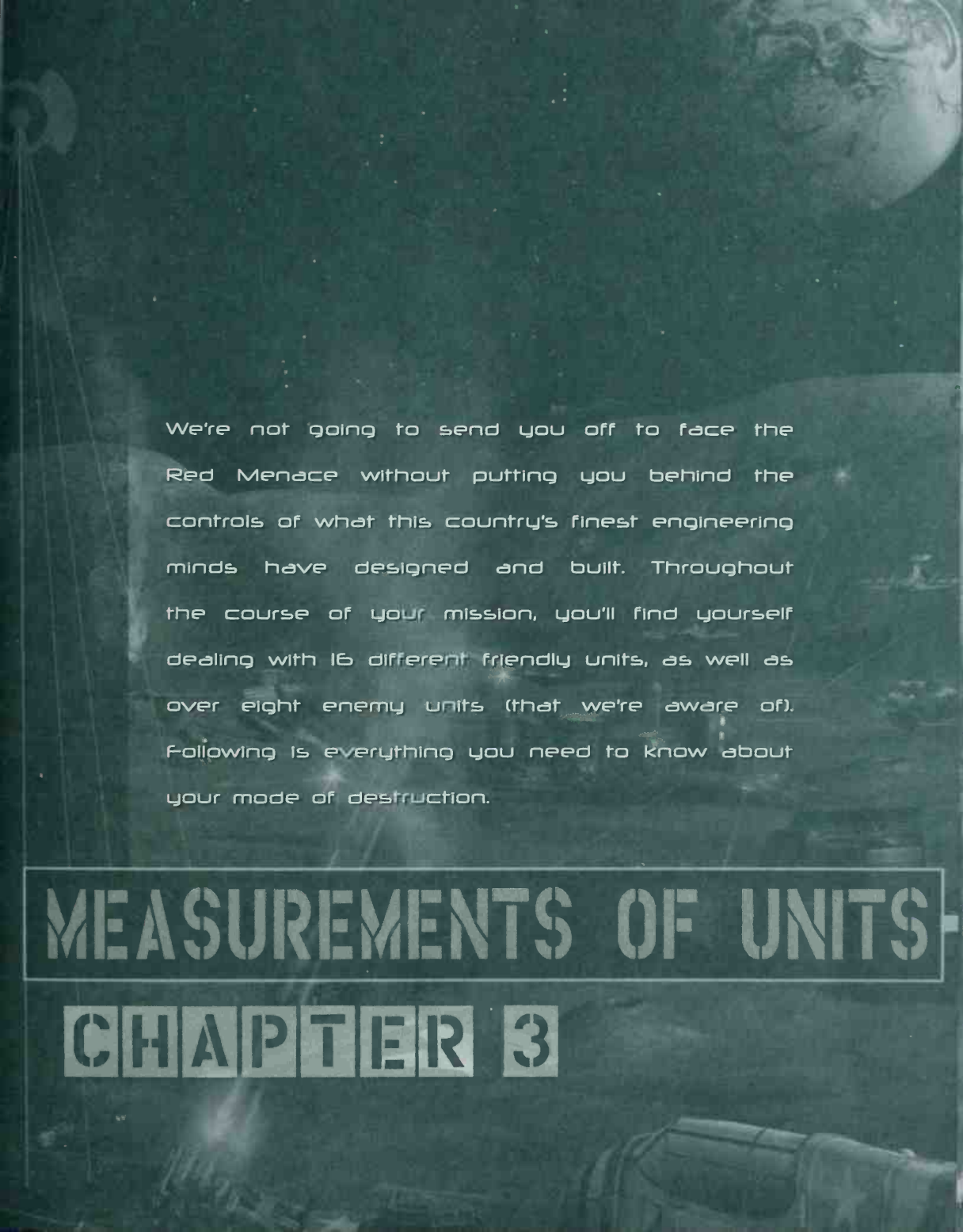
Maximum Life: 15 seconds

Blast Radius: N/A

Nano-ammo Used: 200 points

Recycling Effect: N/A

Description: The Masgrenade is a projectile that, once it comes in contact with an enemy ship, creates a holographic imprint on the ship. This imprint makes the ship visually resemble an enemy ship to its own units, causing them to unknowingly attack one of their own units. The imprinting effect lasts for 15 seconds. If a player's ship is struck by the Masgrenade, there will be a green overlay in his visual field, indicating that his ship has changed appearances.



We're not going to send you off to face the Red Menace without putting you behind the controls of what this country's finest engineering minds have designed and built. Throughout the course of your mission, you'll find yourself dealing with 16 different friendly units, as well as over eight enemy units (that we're aware of). Following is everything you need to know about your mode of destruction.

MEASUREMENTS OF UNITS

CHAPTER 3

STARS AND STRIPES UNITS

NSDF M580A2 Scout

Code Name: **Razor**
Vehicle Type: **Armored Reconnaissance**
Built by: **Recycler**

Physics

Forward: **25 mps**
Reverse: **25 mps**
Strafe: **20 mps**
Thrust: **20 mps**
Ospin: **4.2**
Oturn: **3.0**
Asteer: **6.5**
Jump: **20**
Turn Speed: **150° per second**
Scrap Cost/Value: **6/3**
Armor: **25mm**
Ammo: **600 cells**
Health: **1800**

Radar

Range: **300**
Period: **5.0**
Jam: **5.0**

Standard Weapons

Minigun (2)

Because of the Razor's speed and agility, this vehicle serves as the front end of the US attack force, despite its modest armament to aid in combat. Its main function is for reconnaissance, and it's not recommended to rely on this vehicle in combat-heavy situations.

While the canopy design is almost identical, dubbing the Razor a variant of the P-47 "Thunderbolt" fighter plane would be a massive understatement. It has been retrofitted with twin V-thruster engines and a unique tri-mounted stabilizer system, granting it speed bursts of up to 60 meters per second. Recent modifications on the exhaust ports allow the engine's thrust to be aimed in any direction, giving the Razor a lightning fast turn speed, as well as limited vertical take-off and landing (VTOL) capability.



NSDF M60A7 MBT Tank

Code Name: **Grizzly**
Vehicle Type: **Armored Assault Tank**
Built by: **Unit Factory**

Physics

Forward: **20 mps**
Reverse: **15 mps**



Strafe: 20 mps
Thrust: 20 mps
Ospin: 4.0
Oturn: 1.5
Asteer: 5.0
Jump: 20
Turn Speed: 90° per second
Scrap Cost/Value: 8/5
Armor: 30mm EDD
Ammo: 1200 cells
Health: 3000

Radar
Range: 400.0
Period: 5.0
Jam: 5.0

Standard Weapons
AT-Stabber
Minigun
Manual Detonation Mortar
Thumper

This backbone of the extra-terrestrial forces is based on the M60 series of ground tanks. It's extremely versatile in its wide selection of devastating armaments. It's invaluable in nearly every combat situation, and its six-point Articulated Exhaust V-Thruster array provides 2000 horsepower and the ability to reach speeds of 50 meters per second.

Don't make the mistake thinking that because it's an agile attacker, it's defensively weak. The Grizzly is weighted down enormously by its special grade of bio-metallic armor, capable of distributing damage equally (EDD) over the entire craft. This fortifies the vehicle by making concentrated attacks on a single part of the exterior ineffective.

NSDF M60A8 Missile Tank

Code Name: Wolverine
Vehicle Type: Mid-Range Armored
Assault Tank
Built by: Unit Factory

Physics

Forward: 20 mps
Reverse: 15 mps
Strafe: 20 mps
Thrust: 20 mps
Ospin: 6.0
Oturn: 2.5
Asteer: 5.0
Jump: 20
Turn Speed: 90° per second
Scrap Cost/Value: 8/5
Armor: 25mm EDD
Ammo: 1000 cells
Health: 2500



Radar
Range: 300.0
Period: 5.0
Jam: 5.0

Standard Weapons
Hornet Missile
Shadow Missile

You'll find that the main difference between the Wolverine and the M60A7 Grizzly is mainly in the Wolverine's armament. It's equipped with Hornet concussion missiles for larger targets, and advanced Shadow heat seekers for fast-moving opponents. These armaments make it a strong mid-range attacker, but not so great for close-combat fighting. You should also keep in mind that, while there's an added load thanks to the Wolverine's dual missile systems, it's balanced by a slight reduction in EDD shielding.

NSDF M173 Turret

Code Name: **Badger**

Vehicle Type: **Self-propelled Defensive
Turret**

Built by: **Recycler**

Physics

Forward: **15 mps**

Reverse: **15 mps**

Strafe: **15 mps**

Thrust: **50 mps**

Ospin: **4.0**

Orturn: **1.5**

Asteer: **10.0**

Jump: **0**

Turn Speed: **60° per second**

Scrap Cost/Value: **6/3**

Aarmor: **20mm**

Aammo: **2000 cells**

Health: **2000**



Radar

Range: **200**

Period: **0.0**

Jam: **1.0**

Standard Weapons

Minigun

This vital defensive unit is ideal for use along the perimeter of a friendly base. Once there, it immobilizes and deploys its STAB hooks (Stabilized Terrain Adapting Base). Just remember that the low-weight turret must be locked into the terrain before firing to avoid kickback and to maintain accuracy. The Badger can be repositioned when needed, but it cannot fire when its STAB unit is not deployed.

The Badger's turret has a slow turn rate, so it's most effective when used within a ridge or canyon pass where an oncoming vehicle cannot maneuver around it. If used in this capacity, it can handle multiple attackers.

NSDF M47A9

Light Tank

Code Name: **Bobcat**

Vehicle Type: **Armored Assault Tank**

Built by: **Recycler**

Physics

Forward: **20 mps**

Reverse: **15 mps**

Strafe: **20 mps**

Thrust: **20 mps**

Ospin: **4.0**

Oturn: **1.5**

Asteer: **5.0**

Jump: **20**

Turn Speed: **120° per second**

Scrap Cost/Value: **8/5**

Armor: **25mm**

Ammo: **1200 cells**

Health: **3000**



Radar

Range: **400.0**

Period: **5.0**

Jam: **5.0**

Standard Weapons

AT-Stabber

Splinter Mortar

This low cost, reliable offensive unit is a less powerful forerunner to the Grizzly. Originally, it was designed by the NSDF to serve as the main battle tank, and it served in large numbers during the initial Lunar establishment years. After the demand for a more effective replacement in the Grizzly, the Bobcat's use has been diminished slightly. However, it is still an effective weapon in the right hands.

NSDF B74CT Bomber

Code Name: **Thunderbolt**

Vehicle Type: **Heavy Strike Cruiser**

Built by: **Unit Factory**

Physics

Forward: **15.5 mps**

Reverse: **15 mps**

Strafe: **10 mps**

Thrust: **10 mps**

Ospin: **1.0**

Oturn: **0.4**

Asteer: **62.0**



Jump: 10
Turn Speed: 60° per second
Scrap Cost/Value: 11/5
Armor: 20mm
Ammo: 1900 cells
Health: 3000

Radar
Range: 400.0
Period: 5.0
Jam: 20.0

Standard Weapons
Rocket Bomb (2)

This bomber was originally developed to perform as a fast-strike cruiser, easily able to eliminate primary targets before enemy defenses can provide adequate support. In standard configuration, it carries two of the potent BFE9 "Fire-and-Forget" Rocket Bombs for single-salvo attacks against heavily armored targets, such as barracks, Recyclers, and supply facilities.

While being one of the most powerful vehicles in NSDF service, because of its armament, the Thunderbolt is not well suited to extended melees. It should be given ample support if it is likely to come in contact with enemy fighters on an attack run.

NSDF AAV6A4

APC Transport

Code Name: Tracker
Vehicle Type: Armored Personnel Carrier
Built by: Unit Factory

Physics

Forward: 8 mps
Reverse: 8 mps
Strafe: 8 mps
Thrust: 50 mps
Ospin: 2.0
Oturn: 0.8
Asteer: 7.0
Jump: 0
Turn Speed: 90° per second
Scrap Cost/Value: 6/5
Armor: 50mm
Health: 5000



Radar
Range: 200.0
Period: 0.0
Jam: 0.0

Standard Weapons
Unarmed

The Tracker APC is well-armored but vulnerable due to its lack of weaponry. The Tracker's functions are infantry transport and pilot recovery only, so it should not travel without a formidable escort, especially when carrying personnel.

NSDF M183A1

Howitzer

Code Name: **Longbow**

Vehicle Type: **Self-Propelled Long-Range
Artillery Turret**

Built by: **Unit Factory**

Physics

Forward: **15 mps**

Reverse: **10 mps**

Strafe: **15 mps**

Thrust: **25 mps**

Ospin: **4.0**

Oturn: **1.5**

Asteer: **5.0**

Jump: **15**

Turn Speed: **90° per second**

Scrap Cost/Value: **7/5**

Ammor: **30mm**

Ammo: **2000 cells**

Health: **3000**



Radar

Range: **400**

Period: **5.0**

Jam: **0.0**

Standard Weapons

Howitzer

Except for its armament range and damage capabilities, the M183 Longbow is much the same as the M173 Badger. With its STAB unit deployed, the Longbow can accurately deliver heavy impact shells up to 1000 meters away, carefully extrapolating the enemy's position based on its velocity and orientation when the shot is fired. This unit compliments the field commander's vehicle perfectly, and commanders on the front line can order artillery strikes by linking with the Longbow's communications channel and relaying the desired coordinates.

But as good as it is in calculating precision at long ranges, it's virtually useless in close quarters, where enemy positions change rapidly relative to its position. To overcome its relative shortcomings, the Longbow is often paired with the Badger.

NSDF AT9 Walker

Code Name: **Sasquatch**

Vehicle Type: **Mobile Assault Turret**

Built by: **Unit Factory**

Physics

Forward: **5.5 mps**

Reverse: **5.5 mps**

Strafe: **2 mps**



Thrust: 50 mps
Ospin: 2.0
Oturn: 0.8
Asteer: 4.0
Jump: 0.0
Turn Speed: 90° per second
Scrap Cost/Value: 15/5

Armor: 40mm EDD
Ammo: 2000 cells
Health: 4000

Standard Weapons
AT-Stabber (2)

The mysterious product of a long dead alien race, the Sasquatch is one of the NSDF's greatest assets. It has far and away the greatest firepower of any vehicle, with configurations that allow it to carry multiple missiles, cannons, mortars, and special weapons systems.

The Sasquatch's primary means of propulsion is a titanium-reinforced hydraulic engine, powering the legs at no more than eight meters per second. Part of this lumbering pace can be attributed to the weight of its thick EDD armor plating, making it a slow, but almost unstoppable attacker.

NSDF LMA6 Minelayer

Code Name: Unabomber
Vehicle Type: Mine Deployment and Recovery
Built by: Unit Factory

Physics

Forward: 15 mps
Reverse: 10 mps
Strafe: 15 mps
Thrust: 50 mps
Ospin: 5.0
Oturn: 2.0
Asteer: 10.0
Jump: 0.0
Turn Speed: 90° per second
Scrap Cost/Value: 4/2
Armor: 30mm
Ammo: 2000 cells
Health: 3000



Radar

Range: 200.0
Period: 0.0
Jam: 0.0

Standard Weapons
Proximity Mine

The Unabomber is a defensive unit with one valuable function: It's capable of dropping smart-mines that will not detonate in the proximity of friendly vehicles, making them a safe and effective fortification along a base's perimeter.

NSDF VS3E

Reclamation Unit

Code Name: **Scavenger**
Vehicle Type: **Remote Extraction**
Built by: **Recycler**

Physics

Forward: **15 mps**
Reverse: **10 mps**
Strafe: **15 mps**
Thrust: **50 mps**
Ospin: **5.0**
Oturn: **2.0**
Astear: **10.0**
Jump: **0.0**
Turn Speed: **90° per second**
Scrap Cost/Value: **4/2**
Armor: **30mm**
Health: **3000**

The Scavenger roams the battlefield on its own, gathering scrap from downed vehicles, like a large planetary vacuum cleaner. The Scavenger then works with the Recycler and the Scrap Silo in order to offload its bio-metal harvest.



Radar

Range: **200.0**
Period: **0.0**
Jam: **0.0**

Standard Weapons

Unarmed

MEASUREMENTS OF UNITS

NSDF Cargo Utility

Code Name: **Tug**
Vehicle Type: **Cargo Propulsion Cab**
Built by: **Unit Factory**

Physics

Forward: **8 mps**
Reverse: **8 mps**
Strafe: **15 mps**
Thrust: **50 mps**
Ospin: **2.0**
Oturn: **0.8**
Astear: **6.0**
Jump: **0.0**
Turn Speed: **90° per second**
Scrap Cost/Value: **10/8**
Armor: **50mm**
Health: **5000**



Radar

Range: **200.0**
Period: **0.0**
Jam: **0.0**

Standard Weapons

Unarmed

The Tug is a hauling unit, used to pull large, heavy objects that are otherwise immobile, and has often proven successful at collecting and transporting alien artifacts.

NSDF TU11 Mobile Bio-Metal Fabricator

Code Name: **Recycler**

Vehicle Type: **Mobile Unit Factory**

Physics

Forward: **15.0**

Reverse: **10.0**

Strafe: **10.0**

Thrust: **50 mps**

Ospin: **2.0**

Oturn: **1.0**

Asteer: **5.0**

Jump: **5.0**

Turn Speed: **90° per second**

Scrap Cost/Value: **0/10**

Aarmor: **100mm**

Health: **10000**



Radar

Range: **1000.0**

Period: **5.0**

Jam: **0.0**

Standard Weapons

Unarmed

The Recycler is the primary building unit for the NSDF, and a necessity for establishing a presence in unclaimed territory. While it is indeed weaponless, it's heavily armored and able to withstand extended attacks.

In its mobile form, the Recycler can move freely across the battlefield. Once positioned over an energy-producing geyser, it deploys, exposing the massive construction facility stored within its hull.

The Recycler builds vital base resources and unit supplies, as well as basic offensive and defensive units. It does this by projecting ultra-lightweight endo-skeletal beams inside of its construction bay while generating extreme temperatures that melt its supply of bio-metal. It then coats the beams with the liquid bio-metal, and holds the new unit's engines and internal machinery in place while the bio-metal cools. All this takes place in a matter of seconds.

NSDF TU8

Supply Launch

Code Name: **SLF (Supply Launch Facility)**

Vehicle Type: **Supply Factory**

Physics

Forward: **15.0**

Reverse: **10.0**

Strafe: **10.0**

Thrust: **50 mps**

Ospin: **2.0**

Oturn: **1.0**

Asteer: **5.0**

Jump: **5.0**

Turn Speed: **90° per second**

Scrap Cost/Value: **8/6**

Aarmor: **100mm**

Health: **10000**

The Supply Launch Facility serves a number of purposes on the battlefield: manufacturing special weapons and utilities, supplying ammunition and repairs to drained vehicles, and establishing communication links with orbital surveillance satellites.

The SLF is equipped with a special, catapult-like structure that allows it to shoot the items it produces to the desired location. This helps in maintaining supply lines during attack runs far from base. Like the Recycler, the SLF requires a geyser power source.



Radar

Range: **1000.0**

Period: **5.0**

Jam: **0.0**

Standard Weapons

Unarmed

MEASUREMENTS OF UNITS

NSDF TU12 Advanced

Bio-Metal Fabricator

Code Name: **MUF (Mobile Unit Factory)**

Vehicle Type: **Advanced Mobile Unit
Factory**

Physics

Forward: **15.0**

Reverse: **10.0**

Strafe: **10.0**

Thrust: **50 mps**

Ospin: **2.0**

Oturn: **1.0**



Asteer: **5.0**
Jump: **5.0**
Turn Speed: **90° per second**
Scrap Cost/Value: **12/9**
Armor: **100mm**
Health: **10000**

Radar
Range: **1000.0**
Period: **5.0**
Jam: **0.0**

Standard Weapons
Unarmed

The MUF is built by the Recycler in order to manufacture advanced units. Like the Recycler, it deploys over geysers and uses the same bio-metal molding technique. Its multiple dynamic molding armatures allow it to build units with more intricate designs and moving parts. Most of the NSDF's offensive and defensive vehicles require this feature for construction.

NSDF TU15

Construction Rig

Code Name: **Heaval**
Vehicle Type: **Pre-Fabricated Building**
Assembler
Built by: **Recycler**

Physics

Forward: **8 mps**
Reverse: **8 mps**
Strafe: **8 mps**
Thrust: **20 mps**
Ospin: **3.0**
Oturn: **1.5**
Asteer: **5.0**
Jump: **15.0**
Turn Speed: **90° per second**
Scrap Cost/Value: **10/6**
Armor: **20mm**
Health: **2000**

The Heaval is an incredibly valuable, high-end unit, capable of mind-numbing engineering feats. With adequate resources, it can assemble a functioning military base in minutes, providing everything from power facilities, to communication towers, to infantry barracks.



Radar
Range: **400.0**
Period: **5.0**
Jam: **5.0**

Standard Weapons
Unarmed

SOVIET UNITS

Considering the super-secretive nature of the Soviets, and especially the CCA, little is known about their units. However, some information has been attained through covert means, battlefield war-waging, and salvaging. All CCA vehicles are known only by their Western nicknames.

MEASUREMENTS OF UNITS

Flanker

Physics

Forward: **30 mps**

Reverse: **25 mps**

Strafe: **20 mps**

Thrust: **20 mps**

Ospin: **4.2**

Oturn: **3.0**

Asteer: **6.5**

Jump: **20.0**

Scrap Cost/Value: **6/3**

Health: **1800**

Ammo: **600**

Radar

Range: **300.0**

Period: **5.0**

Jam: **7.5**



You'll recognize the Flanker by its wing-like appendages. It's roughly equivalent to an NSDF Razor, though probably better armored.

Czar

Physics

Forward: **24 mps**

Reverse: **20 mps**

Strafe: **20 mps**

Thrust: **20 mps**

Ospin: **4.0**

Oturn: **1.5**

Asteer: **5.0**

Jump: **20.0**

Scrap Cost/Value: **8/5**

Health: **3500**

Ammo: **1200**

Radar

Range: **400.0**

Period: **5.0**

Jam: **2.5**



This Grizzly counterpart, we feel, is likely to dominate the battlefield of outer space. Though the Czar draws many similarities to our US Grizzly, it's better armored and carries more nano-ammo.

Tusker

Physics

Forward: **45 mps**

Reverse: **25 mps**

Strafe: **30 mps**

Thrust: **20 mps**

Ospin: **6.0**

Oturn: **2.5**

Asteer: **5.0**

Jump: **20.0**

Scrap Cost/Value: **8/5**

Health: **2500**

Ammo: **1000**

Radar

Range: **300.0**

Period: **5.0**

Jam: **5.0**



The Tusker missile tank carries more nano-ammo than the NSDF Wolverine, but is also more vulnerable on the battlefield.

Stoli

Physics

Forward: **20 mps**

Reverse: **15 mps**

Strafe: **20 mps**

Thrust: **20 mps**

Ospin: **4.0**

Oturn: **1.5**

Asteer: **5.0**

Jump: **20.0**

Scrap Cost/Value: **8/5**

Health: **3000**

Ammo: **1200**

Radar

Range: **400.0**

Period: **5.0**

Jam: **5.0**



The Stoli light tank is similar to the NSDF Bobcat, but it is smaller and thought to carry more experimental weapons than its NSDF counterpart.

Grendel

Physics

Forward: **15.5 mps**

Reverse: **18 mps**

Strafe: **10 mps**

Thrust: **10 mps**

Ospin: **1.0**

Oturn: **0.4**

Asteer: **2.0**

Jump: **10.0**

Scrap Cost/Value: **11/5**

Health: **3000**

Ammo: **1900**

Radar

Range: **400.0**

Period: **5.0**

Jam: **20.0**



The Grendel is a fast-strike vehicle. While it's slower than the NSDF Thunderbolt, it's also slightly more agile.

Golem

Physics

Forward: **5.5 mps**

Reverse: **0.0 mps**

Strafe: **0.0 mps**

Thrust: **20 mps**

Ospin: **2.0**

Oturn: **0.8**

Asteer: **4.0**

Jump: **0.0**

Scrap Cost/Value: **15/5**

Health: **4000**

Ammo: **2000**

Radar

Range: **200.0**

Period: **0.0**

Jam: **0.0**

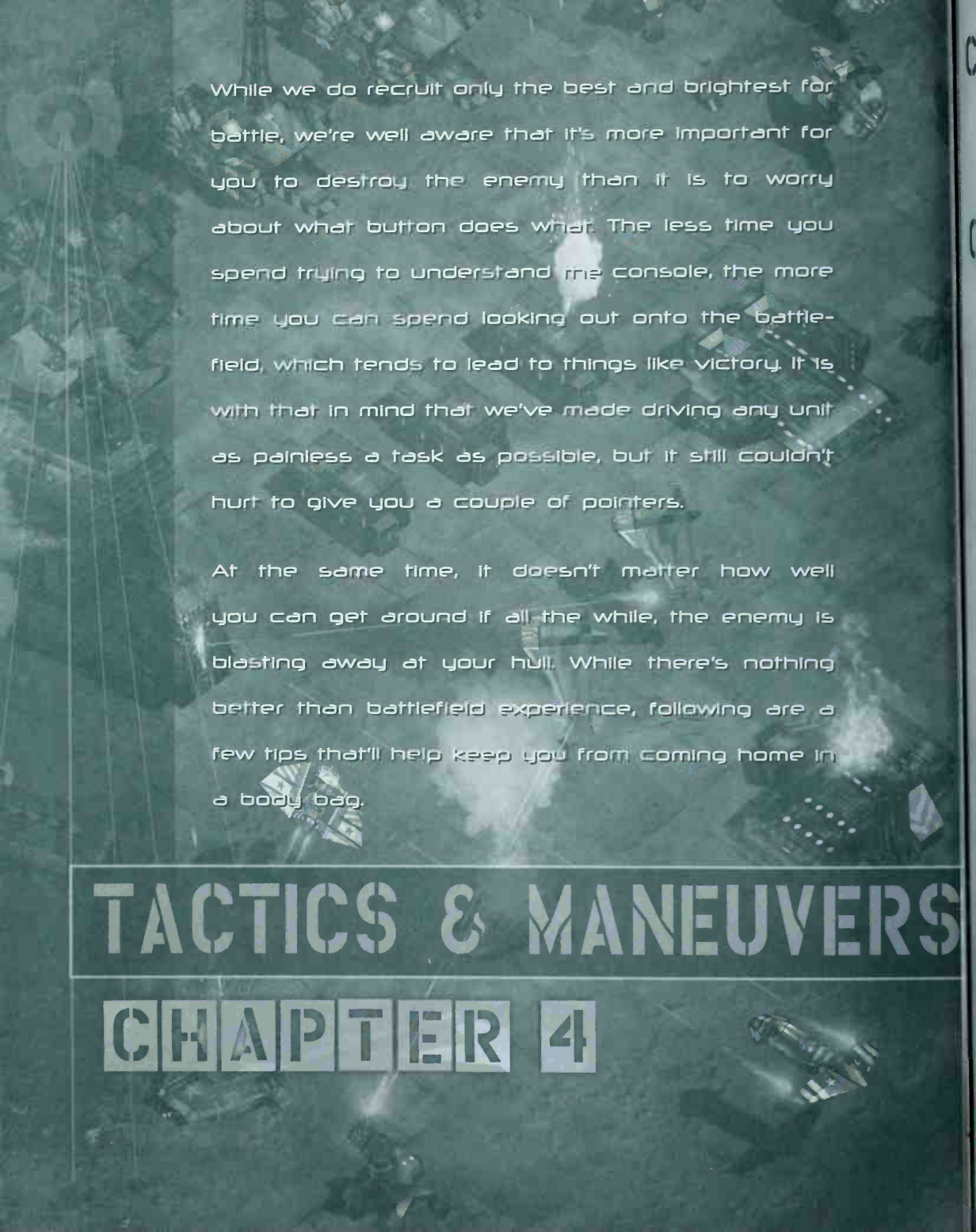


MEASUREMENTS OF UNITS

The Golem is the CCA unit most influenced by alien technology. Unlike the Sasquatch, the Golem carries its weapons on the head and shoulders of the vehicle, which allows it to wield the most powerful weapons of any unit on the battlefield.

CCA Support Units

Intelligence reports that, in addition to the listed combat units, the CCA has developed transport, defense, and mobile construction units roughly equivalent to the NSDF.

An aerial, top-down view of a city at night, likely from a video game. The city is illuminated by streetlights and the glow of various military units and explosions. In the upper left, a large, dark, angular structure, possibly a base or a large ship, is visible. In the center, there's a bright explosion or fire. In the lower right, a large, dark, rectangular structure, possibly a ship or a large building, is visible. The overall tone is dark and tactical.

While we do recruit only the best and brightest for battle, we're well aware that it's more important for you to destroy the enemy than it is to worry about what button does what. The less time you spend trying to understand the console, the more time you can spend looking out onto the battlefield, which tends to lead to things like victory. It is with that in mind that we've made driving any unit as painless a task as possible, but it still couldn't hurt to give you a couple of pointers.

At the same time, it doesn't matter how well you can get around if all the while, the enemy is blasting away at your hull. While there's nothing better than battlefield experience, following are a few tips that'll help keep you from coming home in a body bag.

TACTICS & MANEUVERS

CHAPTER 4

CONTROLLING YOUR UNIT

Obviously, the first step to successfully mastering your unit, is to get a firm grasp of controlling her. Thankfully, your units have been designed to be customizable to match the multitude of tastes out there.

CONTROL OPTIONS

While some prefer the feel of that ol' reliable joystick, those who truly want to succeed in battle will opt for the Keyboard/Mouse combo; that is, using the keyboard to do your forward-back-side-to-side movements and have the mouse steer and control your smart reticule. Naturally, the keys have been set at certain defaults, such as the arrow keys handling the familiar directions, but that can make it a bit difficult for all but the most dexterous. You'll probably opt for the W-S-A-D keys to handle the simple maneuvers. Of course, all these keys can be re-mapped to suit your fancy.



THE RADAR SCREEN

Aside from your HUD the most important component in a successful campaign is your Radar Screen. Fail to use it wisely and you will fail, period. It will give you practically all the information you could possibly need to succeed.

First of all, you'll find yourself facing plenty of hostile environments, from the darkness of the moon, to the brown, enveloping fog that clouds Venus. Sometimes you'll barely be able to see more than a few meters ahead, which can be quite a disadvantage when the enemy is heading straight toward you. To counter this, you'll need to keep a sharp eye on your radar at all times. It'll not only tell you when not-so-friendly forces are coming your way, but it'll let you know, thanks to its topographic renderings, whether they're on the other side of that ridge and heading right past you.



It'll also help you find your way around, especially when it comes to locating Nav Beacons. While the HUD may tell you that the direction of the Beacon is straight ahead, it does you little good if there's a sheer cliff right in your way. Here you use the radar to tell where the mountains and pathways are. While things may look like a dead end, a quick glance at your radar can tell you there's an obscured pathway just ahead.

It's also great for sneaking up on the enemy. Again, while the HUD lets you know that the CCA base is just ahead, the radar will tell you that you can surprise them thanks to a group of foothills just to the west of the base.

KEEP YOUR EARS OPEN

While your radar is good at picking up almost all the enemy units, it doesn't mean that you can go rushing headlong everywhere. You also need to keep your ears open. While you might not be able to see an enemy unit, that unmistakable sound of Turret on hull will let you know that they are indeed there. You can even sometimes tell what kind of unit you're about to come up against, merely by the sound they make.

PLAYING IT STRAFE

Most people are stuck in their two-dimensional world of forward and backward, forgetting one of the most important maneuvers—the strafe. If you rush headlong into enemy fire, you'll probably be ejected even before you reach the source. You need to master the 'circle strafe' which is to keep a finger on the strafe button as you circle around an enemy with the mouse, all the while unloading your arsenal on him. This technique keeps the enemy from ever getting a solid lock on you, but keeps you on the offensive.



IT AIN'T OVER 'TIL YOU'RE DEAD



Just because your Grizzly's been blown to smithereens, doesn't mean that it's game over. A real soldier would stay and fight, or at least find a good hiding place and then call for someone to pick him up. Once you've had a Tank or similar unit come get you, resume the battle. You know you're good if you still manage to successfully complete the mission, so all that work hasn't been for naught.

SCAVENGING FOR SUCCESS



The first thing that you should do when setting up a Recycler is to build a Scavenger. While you may think a Scout would be a wise choice, especially if some Soviet enemy shows up, it'll do you no good if you run out of scrap and can't build any more units. Also, if you're setting up temporary residence, you shouldn't leave until the Scavenger has picked up everything in the area. If you don't, he'll just waste time coming back there later to get the stuff he missed.

In many cases it can't hurt to have two Scavengers going at once, but only after you've set up a nice defensive perimeter. Then if you want to quickly build up an offense, send the second Scavenger out.

FACTORY WORKERS

While some may feel that scrap is better spent building Scouts than Factories, you should know that they couldn't be more wrong. While it's important to have at least one or two offensive units to help protect your beginning base, you aren't going to win many intense firefights with just a platoon of Scouts. You should make building a Factory a priority, and then get it to start churning out Tanks and Bombers. You'll also want to be sure to have some defense around a Factory as well, because the enemy will attack that first (along with the Recycler) to take you out of the picture.



DON'T GET DEFENSIVE

Unless you're setting up permanent camp, don't start building Turrets right away. If you're just going to move in a little bit, it's best to hold off on them, as they're nothing more than targets while moving. They can't shoot back unless deployed, which in most cases, takes longer to do than the actual battle. Wait until you find where you're going to set up a base, and then build a Turret perimeter around your

valuables.

ESCORTS

While you may have a ways to go before you reach your destination, you should never be in such a hurry that you can't stop to build an offensive unit or two to serve as escorts. Recyclers and other unarmed units are just waiting to be picked off by the enemy, and once you lose those, there's no getting them back. Also, when you're in a firefight, you might want to park those unarmed units instead of having them follow you, especially if you're planning to get a piece of the action.



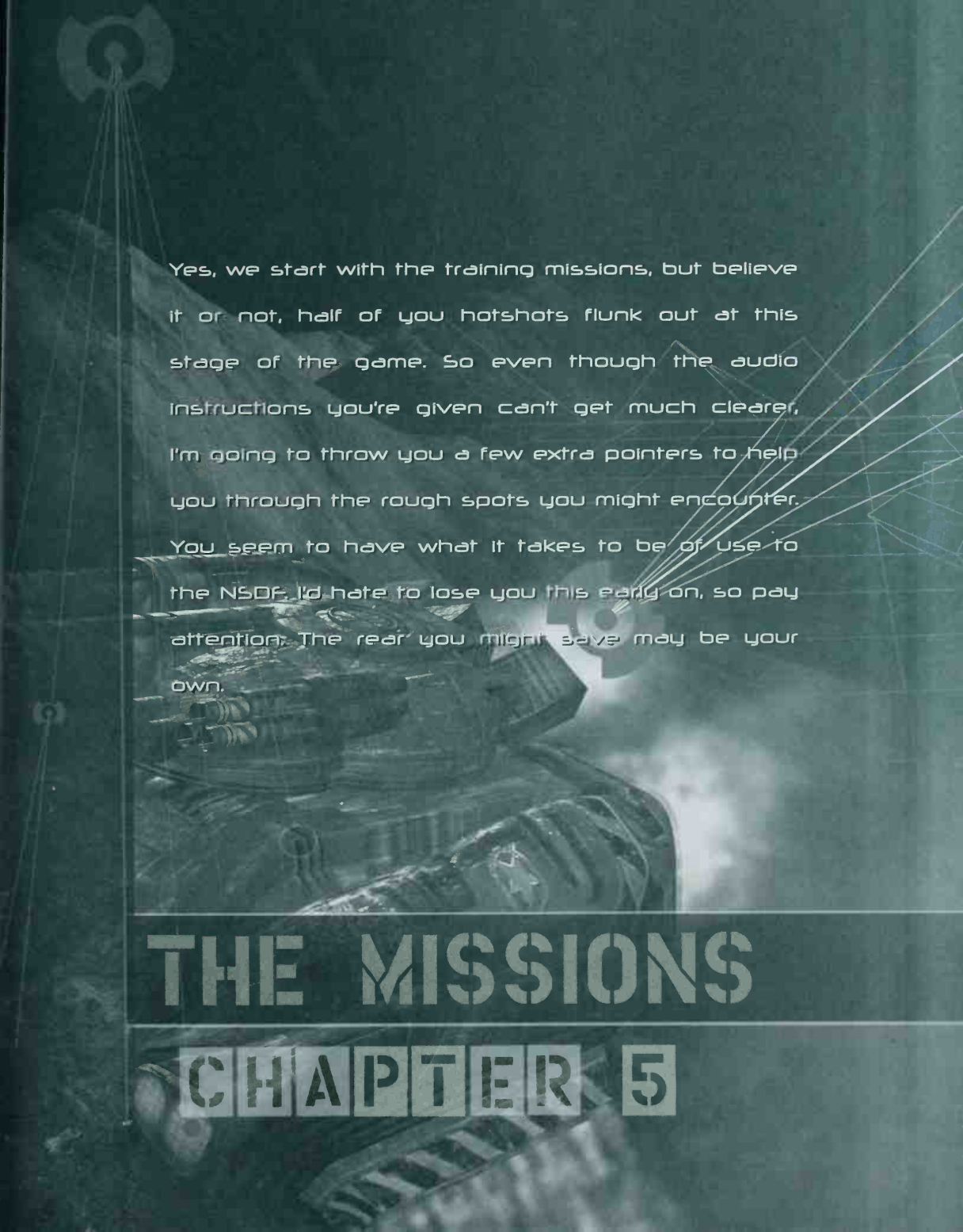
SAFETY IN NUMBERS

It's the rare soldier that can be outnumbered and come out alive, much less unscathed. Whenever you're going to wherever there could be action, take a friend. Taking on more than one enemy yourself may prove you have a backbone, but it's suicide. Play it safe and always have someone else going along, even if it's only for company.



USE WHAT THEY GIVE YOU

On each mission, you'll be given everything you need to be successful—that is, if you use the things they give you. If you find that you have an Armory in your troop, odds are, it'll come in handy. While it's probably possible to win many a mission without employing everything, why take chances? If you find that you're failing one particular mission repeatedly, it may be because you aren't using everything you have.



Yes, we start with the training missions, but believe it or not, half of you hotshots flunk out at this stage of the game. So even though the audio instructions you're given can't get much clearer, I'm going to throw you a few extra pointers to help you through the rough spots you might encounter.

You seem to have what it takes to be of use to the NSDF. I'd hate to lose you this early on, so pay attention. The rear you might save may be your own.

THE MISSIONS

CHAPTER 5

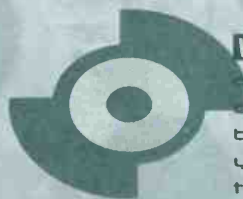
TRAINING MISSION ONE

Mission Briefing

This mission will teach you how to drive and fight in your tank. You will need to drive your tank through an obstacle course, jump into a crater, follow a series of jumps in order to get out of the crater, and then destroy some test range turrets.

Winning the Mission

The objective here is to become familiar with the controls of your experimental tank as you navigate a series of pylons, which, luckily for you, are in the shape of arrows, thereby pointing the way in which you're supposed to go. If for some strange reason you can't tell which way they're directing you, take a gander at the radar map in the lower left corner. It should have the pylons lit up in a nice, little path for you to follow.



WARNING: These pylons aren't the strange plastic variety you plowed over in driver's ed. We're on the moon now, sonny boy—these things aren't designed to give if you ram your vehicle into them. My advice to you is, don't run into them. Not only does it slow your progress, but it puts plenty of dings in that multi-million dollar piece of machinery we've been nice enough to let you drive.

You'll be asked to run off the edge of a crater, using your jump thrusters to cushion your fall. You should watch the radar display in the lower left-hand corner once you're airborne. It'll tell you how close you are to landing. Just before you touch down, hit your jump thrusters.



Now that you've figured out which button you press to get the thrusters to work, you're ready to leap-frog your way out of this crater. Again, we have the convenient arrow pylons to keep you from getting lost. You have a series of jumps that you must make in order to get out, and we don't have all day to do them.

TIP: To make the jumps, be sure to hit the thrusters before you actually leave the ledge, boosting off the ground on which you're running. Hit them too late, and you'll be showing everyone just how unprepared you are to save the free world.



Having proven that you can indeed jump, now you're ready to see whether you can hit the broadside of a bad guy. We figure that if you can make it this far, you don't need the pylons anymore, you can instead rely on your HUD to guide you to your target. Simply follow it until the enemy comes into view (for those concerned about being able to see your target, it'll be the thing shooting at you).

Now would be a good time to practice the circle strafe. This technique involves hitting the strafe keys, while at

the same time turning and firing at your target. It doesn't take a rocket scientist to figure out that moving targets are harder to hit, so unless you enjoy spending your days in traction, it's best that you keep moving.

Once he's out of the way, you're ready to tackle target number two in similar fashion. After you've turned him into scrap metal, please don't hurt yourself patting your own back—you ain't seen nothing yet.



TRAINING MISSION TWO

Mission Briefing

This mission will show you how to use your command interface to control a T7 Badger turret. The turret can switch between mobile and deployed states. When deployed, the turret is an excellent defensive emplacement that can defend an area. When moving, the turret is unable to fire any of its guns.

You will use your command interface to control the turret. Notice the menus in the upper left section of your HUD. The keys next to the unit name will allow you to select those units.

When units are selected, you will see lines drawn into your topographical radar. These lines will help you locate all of your units on the battlefield.

Follow the mission instructions in order to command the turret.

Winning The Mission



Now you've definitely graduated from pylons to your HUD, and it's up to you to use that information to get from point A to point B with the Badger in tow. Simply follow the audio instructions, and you shouldn't have any problems.

The thing to keep in mind is that you aren't trying to get the Turret to attack the drone, if you read the Mission Briefing, you'd know that it can't fire any of its guns while it's moving. That's why you select a spot near the Check Point for it to set

up shop, so to speak, while it waits for the enemy to come into range. Don't worry, if you pick the spot that the audio instruction gives, the drone will come plenty close. All you have to do is sit back and watch the fireworks.



TIP The closer to the Check Point you select to deploy the turret, the greater the likelihood that it'll destroy the drone.

TRAINING MISSION THREE

Mission Briefing

This mission will teach you how to gather resources and build units. In order to build new units, weapons, and supplies, you will need to gather bio-metal scrap. You will find scrap fields on the moon's surface. These scrap fields come from meteor showers and destroyed units.

Engineering has built Scavenger units to help gather this scrap. Scavengers will roam the battlefield like big, mobile vacuum cleaners, picking up scrap and bringing it back to your Recycler. The Recycler is a factory that can use this scrap to build new units.

It will be important to gather resources and use them strategically in order to be effective.

Winning The Mission



Once you've found the geyser, tell the Recycler to set up shop there.

During this mission, you'll get an understanding of the all-important resource gathering skills necessary to build all the things you'll need to win this war. The tricky part is learning to communicate with the Recycler and Scavenger units at your disposal.

First, you need to get the Recycler to pack it up and follow you to Check Point 1, which is a geyser necessary for the Recycler to do its thing.



WARNING: Whenever you tell one of your units to go to a certain area, be sure to get out of its way, as it makes for a nasty collision if you don't.



Once set up, you need to instruct the Recycler to build a Scavenger. Once built, the Scavenger will go to the area just over the next ridge to collect the scrap there.

Waiting for it is an attack droid ready to turn it into scrap. You must destroy the attack droid before it destroys the Scavenger, otherwise it's another failed mission for you.

After you've taken care of business, the Scavenger will head back over the ridge to collect the remaining scrap.

If you're anxious to get the mission over with, you can order it to skip that scrap and head on back to pick up what's left of the attack droid. Once done, it's on to the final training mission.

TRAINING MISSION FOUR

Mission Briefing

This mission will teach you how to build and command a wingman. You will use your Recycler factory to build a Scout tank. The Scout is a fast vehicle with good weapons, but it is only lightly armored. It is best used against slow moving targets.

Follow the mission instructions to build and command your Scout.

You may use the "T" to target enemy units.

Winning The Mission

Now that you've mastered the subtle intricacies of a Recycler, you're ready to build and command a wingman. While you may think you're pretty hot stuff, the more help you have at your side, the longer you're going to live.



Setting up the Recycler should be old hat by now. Pick either of the two geysers and point the Recycler in the right direction. Once it's set up, go ahead and get it to build a Scout tank. The idea is to have the Scout tank serve as a fellow offensive weapon. If you listened carefully, you should have an active spy camera in the right-hand corner of your display. If you're *really* paying attention, you'll see that there's a turret there waiting for you. Head on over to take it out.

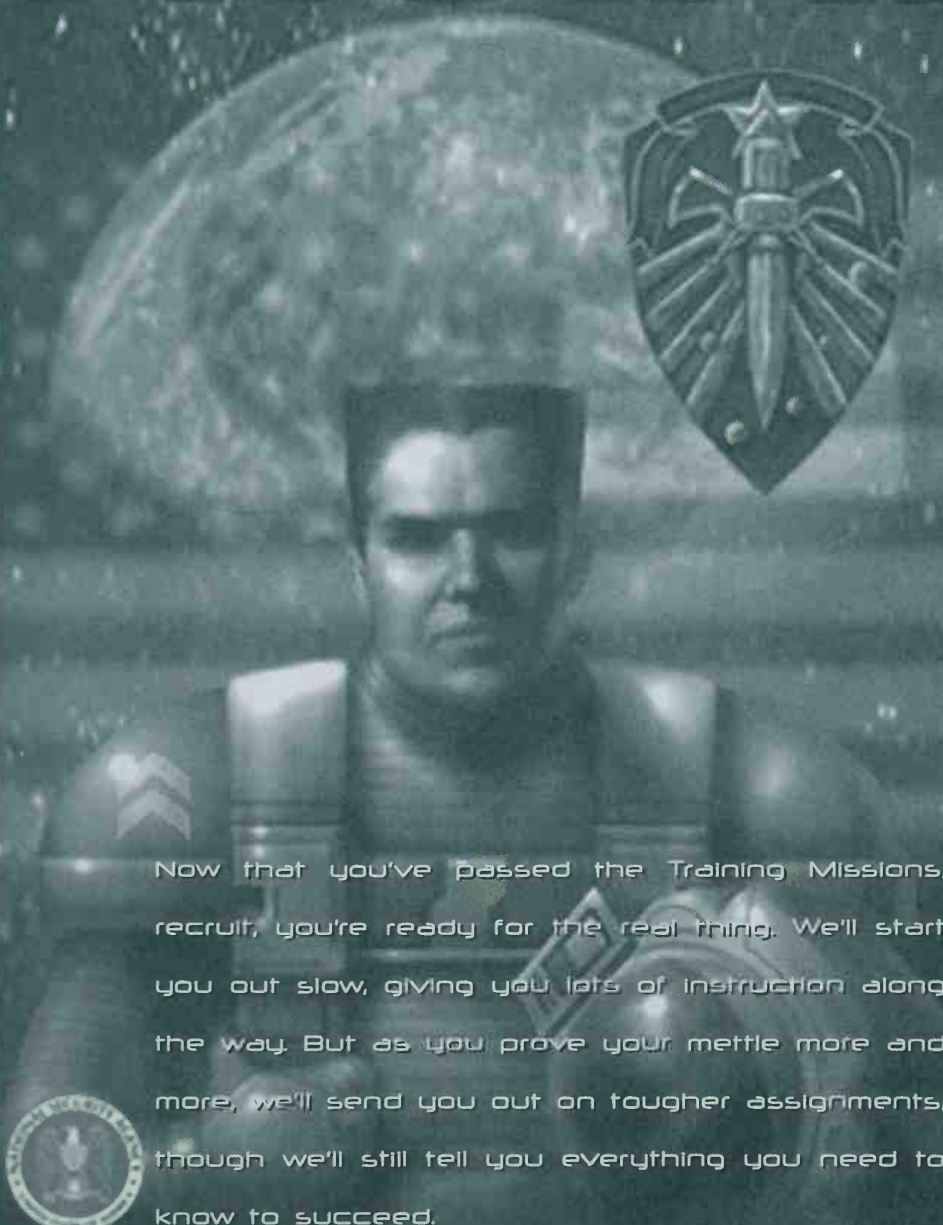
TIP: Be sure to keep an eye on the radar during this training mission. It's your last chance to really get a grasp of what all those circles and blinking lights are for.

Once that turret is taken care of, you're ready to send the Scout out to do more than its share of the dirty work against the second turret. Naturally, if you want to help out your wingman (which you *do* want to do, right?), go ahead and unload a few rounds into the turret. After it's turned to scrap, the mission is complete, playtime is over, and you're ready take on the real McCoy.



N.S.A.

STARS & STRIPES MISSIONS

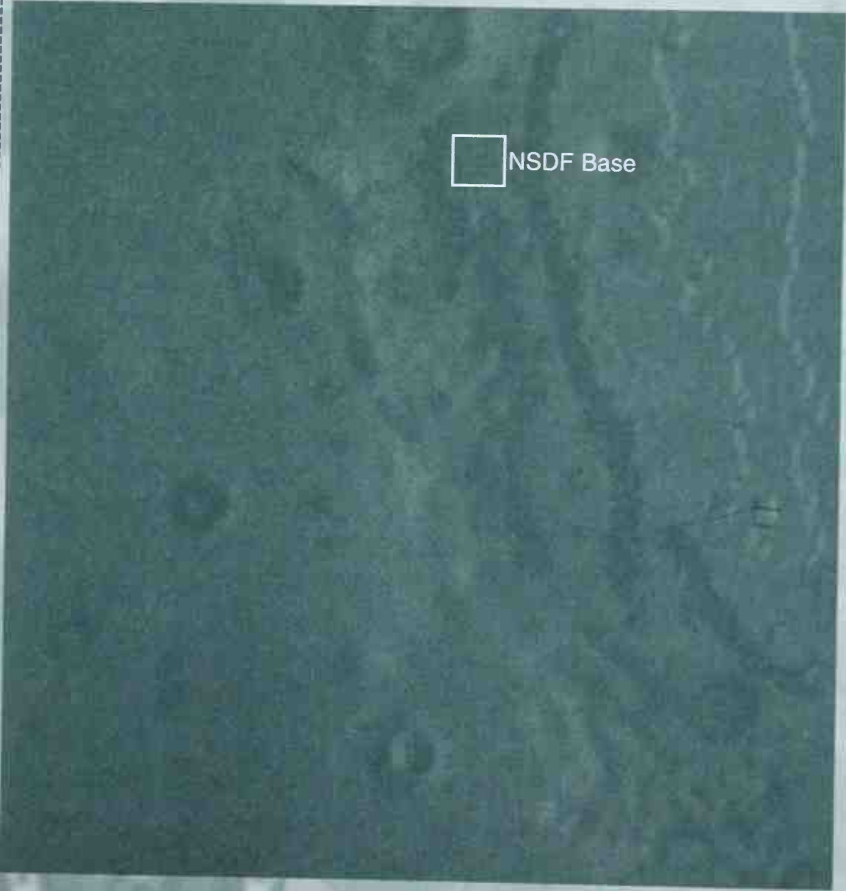


Now that you've passed the Training Missions, recruit, you're ready for the real thing. We'll start you out slow, giving you lots of instruction along the way. But as you prove your mettle more and more, we'll send you out on tougher assignments, though we'll still tell you everything you need to know to succeed.



SECURING OUR FUTURE IN SPACE

MISSION I



□ NSDF Base



NSDF UPDATE

NSDF Command has detected significant rocket activity in this theater. As of yet, there are no reports of direct contact with hostile forces. All moon personnel have been placed on high alert.

MISSION OBJECTIVES

- Get in a vehicle at Moon Outpost 3.
- Have the Recycler build a Scavenger.
- Escort the Scavenger as it gathers bio-metal.

ENGINEERING REPORT

We've provided you with a variety of different vehicles. You can get additional vehicle info by pointing your smart reticule at them and pressing the "I" key.

WINNING THE MISSION



Your first real mission sees you escorting a Scavenger as it looks to gather more bio-metal. The key word here is *escort*. The enemy has not made a grand entrance yet, but that's all about to change.

The first thing you need to do is pick your unit of choice. The Thunderbolt, while an excellent vehicle, may be more firepower than you need. So, unless you're playing at the hardest level (already?), then it's best to go with the first vehicle you encounter, the Grizzly.

WARNING:

Fall to protect all of the Scavengers during this mission, and you'll get the following indictment: *"YOU FAILED! Your inability to protect our Scavengers against enemy activity demonstrates that your combat skills are not sufficiently refined to assume a broader command."*

NOTE:

The command key functions provided in the text are the defaults. If you have remapped your command keys, use the appropriate key to execute the stated command.



Next, you need to open a communication link with the Recycler by hitting "5" on your keyboard, and then select "1" to have it build a Scavenger. Within seconds, it'll be completed. Now open a channel with the Scavenger by pressing the "3" key. Tell it to start scavenging by pressing "3" again.

NOTE:

The idea here is that you're serving as an escort while the Scavenger does all the work. You merely follow it as it searches for bio-metal.

You'll start to head south, and when some bio-metal shows up on your radar, you'll turn west. Within a few moments, an enemy ship should make itself known on your HUD. You should try to intercept it before it can do any damage to the Scavenger.



While you're engaged with the enemy, the Scavenger will continue on its merry way to find more scrap. This is both good and bad. While it's good that it doesn't stay close to the enemy you're currently engaging, it's also bad in that it could head out to parts unknown and unprotected.



Quickly take out this enemy, and then get back to the Scavenger ASAP before it meets up with another enemy (or more, depending on your difficulty setting). You need to take out any fighters you encounter and escort the Scavenger to safety, as the outnumbering forces have cut your mission short.



TIP: You may decide to stop the Scavenger from going off somewhere undefended until you've taken care of business. Just keep in mind that this strategy can give your current enemy that much more of a chance to destroy it.



As soon as you get the first Scavenger back to safety, you're instructed to go help a second unit that's being harassed by another enemy fighter. You need to hurry over to the distressed ship and eliminate the enemy there. Once you've done that, escort this Scavenger back to safety, and the mission is complete.

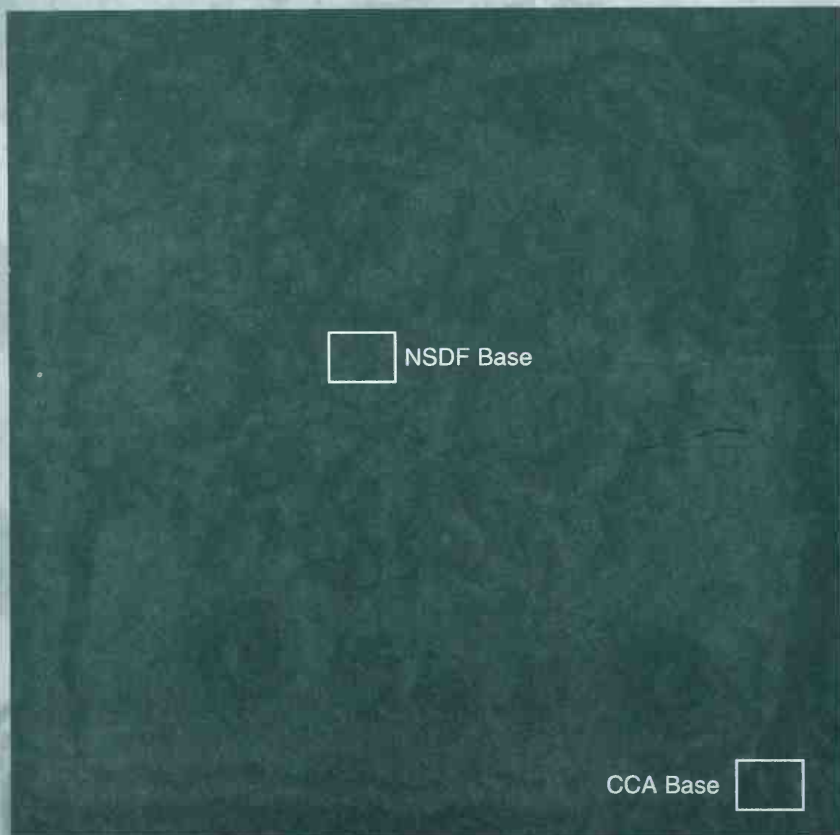
MISSION WRAP-UP

We have confirmed that the invading units are in fact Soviet. As the CIA believed, the Soviets have established a counterpart to our NSDF. They call themselves the Cosmic Colonist Army (CCA), and they have orders similar to ours. They are also charged with finding and controlling bio-metal throughout the galaxy.

The CCA forces skirted around Outpost 3 and launched a direct assault on our main base at Eagle's Nest 1. The surprise attack caught our base defenses off-guard, but thanks to your bravery, we did not lose our Scavengers.

NSDF Command is recalling all combat units to Eagle's Nest 1 to help defend against the continuing Soviet offensive. The CCA has destroyed our main Recycler in their first attack. All building functions are currently shutdown, but command has called back a training Recycler, the NSDF Montanta, in order to help reestablish the base defenses.

MISSION 2





MISSION BRIEFING

MISSION OBJECTIVES

- Fight off attacking units.
- Use the Recycler to build Turrets, reestablishing base defenses.
- Standby for additional orders from General Collins.

ENGINEERING REPORT

You will have the Recycler Montana at your disposal. The Montana is capable of gathering and maintaining resources. It also has the capability to build T7 Badger Turrets.

The T7 is an excellent defensive unit. It is heavily armored and carries dual machine guns. When deployed, it will defend a 150-meter radius around it. The T7, however, is unable to fire its guns when moving.

WINNING THE MISSION



The enemy has been sighted and is now barreling down on the base. Your first order of business is to take out the attacking units that are invading from the southeast and making a beeline for the Command Tower—you should be able to rendezvous with them just over the ridge. Or, if you're slow on the draw, they'll already be working on the Command Tower. Either way, that's exactly where you want to head immediately after entering the mission.

TIP: As the Soviets start toward the base from the southeast, try to land a few shots on the lead unit. This usually gets them to slow down in an effort to destroy you before attacking the Command Tower. Also, take out any CCA pilots who've ejected from their vehicles—they're still a danger.



Once you've dusted them off (try to blow them all away—there's more scrap if you do), you'll be told of the Recycler Montana available to you. Open a communications link with it, set it up at a geyser near the Command Tower, and then immediately get it to build a Turret.

You need to set up Turrets to protect your base while the Soviets are momentarily withdrawn. Ideally, you should

start setting up Turrets southeast of the Command Tower, right up on the ridge. As soon as the Recycler has finished with its Turret, go to where you want it deployed, open a channel with it, and mark the spot with your smart reticule. Then, immediately have the Recycler build another and do the same with it, until you have at least three set up on the ridge.



At about this point, if not before, a couple more Soviet units will start in on you. Help the Turrets take them out, and if any get by your initial defenses, make sure they don't get too many licks against the Command Tower. When the reinforcements arrive, you'll want to be sure to open communication with them, and tell them to start attacking.



After that small wave has been finished, go back to building Turrets, placing at least two around either side of the Command Tower. You should also place a few more up on the ridge, as well as a couple in the southwest section of the base. If you manage to get this far, you'll find quite a blitzkrieg heading your way.

TIP: It's important to get at least one Turret in the southwest section of the base, as the Soviets will attack from that side later in the mission.





Shortly, a large Russian force will begin to move on the Eagle's Nest. General Collins will get on the horn giving you new instructions—time to bug out. Essentially, all important personnel have been loaded on two slow-moving Transporters, and it's up to you to get these guys to the northern Launch Pad in one piece.



Keep in mind that these are very slow moving units, so you'll need to escort them at a sometimes frustratingly unhurried pace to the Launch Pad, which should make itself evident on your HUD. As you approach it, there will be several enemy turrets waiting to take you out. Quickly get there before the Transporters, and make scrap of the turrets.



Once they're out of commission, head up the face of the mountain to the Launch Pad, and wait for the Transporters to make it. Unfortunately, the base is lost, but you still win the mission if the Transporters make it out okay.

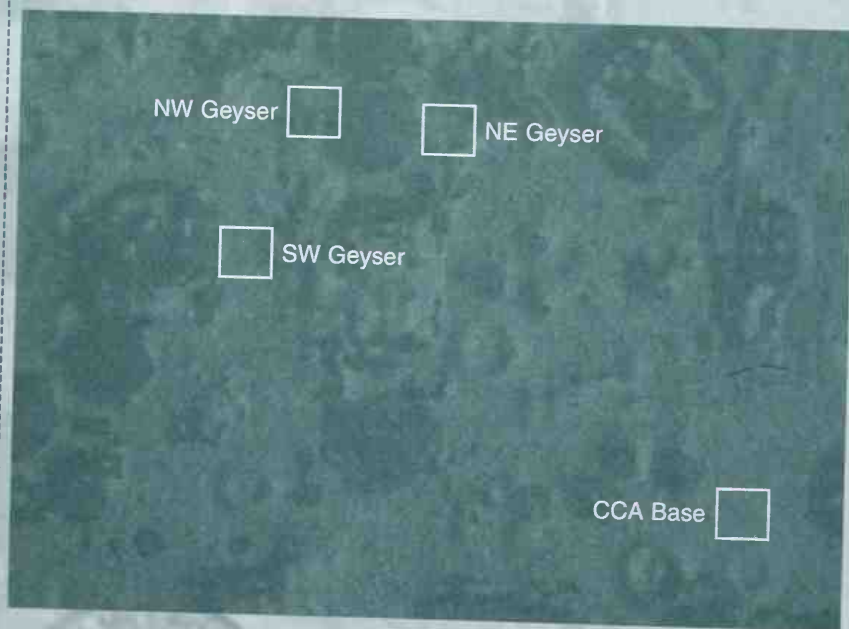
MISSION WRAP-UP

Your bravery and skill allowed the Liberty, Lincoln, and Freedom to successfully evacuate our surviving moon forces. General Collins is impressed with your command abilities and would like to expand your responsibilities when we establish a new base on Mars.

After analyzing the moon's bio-metal deposits, S&T determined that we might find additional reserves on the Red Planet. It is imperative that we establish firm control over all Martian bio-metal supplies and reassert our standing in the arms race. The situation is dire. Intelligence believes that the Soviets now control significant bio-metal deposits on the Moon and Venus. You will be responsible for ensuring that the Red Planet does not fall to the Reds.



MISSION 3



MISSION BRIEFING

NSDF UPDATE

Intelligence reports that the CCA tracked our movements to Mars and they have succeeded in establishing a base on the planet's surface. You will lead the Fourth Platoon in establishing a beachhead for a full NSDF landing.

MISSION OBJECTIVES

- ❖ Secure at least one of the geyser regions.
- ❖ Avoid the CCA base.
- ❖ Standby for additional orders.

ENGINEERING REPORT

You will have additional building resources provided by an NSDF Mobile Unit Factory (MUF). Like the Recycler, the MUF requires a geyser power source, but it is tooled to build highly specialized vehicles.

WINNING THE MISSION

The pace is definitely going to pick up quite a bit as you make your way in establishing a base on Mars. At the mission's outset, you need to pick a geyser source to power both the familiar Recycler and the newly added Mobile Unit Factory (MUF). You have three to choose from, but you should really only concern yourself with either the southwest geysers or the northwest geysers. For my money, I'd head on over to the northwest geysers because of the abundance of scrap nearby.



NOTE: You may feel that the southwest geyser is slightly more ideal, as later in this mission, you're going to have to go that way to investigate some CCA goings on. While there isn't as much scrap here, you may feel that the time saved in travelling later on makes up for this inconvenience.

After having set up the MUF and Recycler on their respective geysers, immediately set the Recycler to making a Turret, and have the MUF make a Tank. You should set up the Turret somewhere in front of the Recycler, facing the direction from which you came. Now have the Recycler build a Scavenger and get it to start scavenging. It's very important that you save enough scrap initially to build a Scavenger, otherwise you won't be able to build any more units.

TIP: A good idea is to set up the Recycler on the first geyser and the Factory on the second geyser that you reach.



After you've started gathering scrap, start building Turrets and position them strategically all around the Recycler, particularly in front, but don't neglect the rear where the entrance is. You'll also want to build a Tank or two as you prepare for the first wave of attacks.

When you've taken care of the first assault, focus on investigating the CCA, which will show up as an optional Nav Point on your Beacon menu. You can choose to go it alone (not the ideal choice), or build a Scout to go in your stead while you continue to build up your base's defenses. If you send out the Scout, prepare to lose him in battle, but not before he gets the info you need.

Once the Scout's been dispatched, concern yourself with building a few more Turrets and a Tank, and put them in ideal spots to protect your MUF and Recycler. Not to be overlooked is the creation of another Scavenger to double your scrap collecting.





Eventually, you'll get the message and some video of what the Scout found: some sort of alien device that you need to recover. You can now either tell the Scout to beat a hasty retreat or have him fight. If you have him go on the offensive, don't let him hang around too long, as the Soviets will send more forces to attack.



You now need to have the MUF build a Tug, which you'll escort to the alien device.

NOTE: It's also a good idea to have a Tank go with you, not only to battle whatever you meet, but to help protect the Tug from the enemies who'll try to intercept you on the way back to base.



Your primary concern right now is to make sure that the Tug gets that artifact back to base. If for some reason it gets destroyed by enemy forces, you're going to have to build a new Tug and have it come pick the item up. Secondly, you can continue to have the MUF build Tanks to protect your base.

NOTE: If you wait too long to pick up the artifact, a CCA Tug will

try to take it to the CCA base. If this happens, destroy the Tug and retrieve the artifact from the crash site.

While you're en route to and from the CCA location, your base may come under attack, which your forces should be able to handle if you've been paying attention. There's the chance that it may not have been attacked, so make sure that the Tug gets to the Recycler, and continue to build your forces. After this final wave, you'll get notice that the mission was a success.



MISSION WRAP-UP

You Win!!!

Good job, commander. The discovery of the Sedona ruins has raised the stakes in the space race. ST believes that the captured relic contains the complete historical record of the race that created the bio-metal. They assume that the relic holds significant information of strategic value that would allow them to manipulate the bio-metal into a variety of new forms.

Unfortunately, the relic is for the most part a giant cipher. A few visual matches and some pattern analysis have allowed ST to fit together a few pieces of the puzzle.

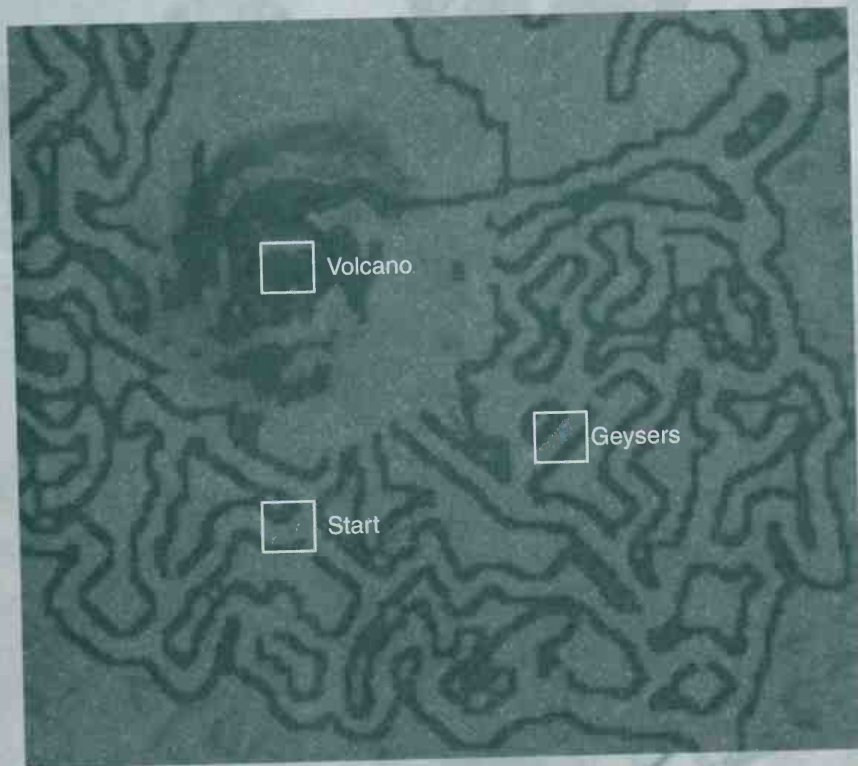
They believe that they've identified another alien structure built near a volcano. Its purpose is unknown. However, ST wants to gather imagery from within the site in order to further their deciphering efforts.

Command would like you to lead a team to investigate the structure near the volcano. Standby for your orders.



MISSION 4

STARS & STRIPES MISSIONS



00:73

MISSION BRIEFING

NSDF UPDATE

Surveillance images from Skyeye identified a geographical feature that matches the referenced volcano. Initial scouting teams have run into active alien mine fields, which are both dangerous and intriguing. We believe the structure must hold great value if the previous owner went to such lengths to protect it.

MISSION OBJECTIVES

- 🕒 Find the alien site.
- 🕒 Fortify the site.
- 🕒 Recon all alien structures.

ENGINEERING REPORT

Engineering has supplied you with the new Supply Launch Facility (SLF). The SLF can catapult supplies from your base to distant locations. The SLF will supply your team with ammunition packs, weapon upgrades and repair drones.

WINNING THE MISSION

You're about to take on your most complex and lengthy mission by far. Plan on spending at least an hour finishing it (and that's if you know what you're doing), longer if you're going in cold.

The overall objective is to make your way to the volcano (which can be located by selecting the Nav Beacon by hitting "4" on the keyboard), set up a fortress around the newly discovered alien structure within, and fight off bombers and other Red forces that'll try to take it out.

At the start of the mission, you're located close to a geyser just east of the starting position. Now is a good time to start building offensive forces. The first thing you should do is set up the Recycler on the geyser.



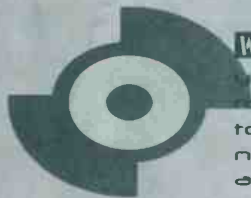
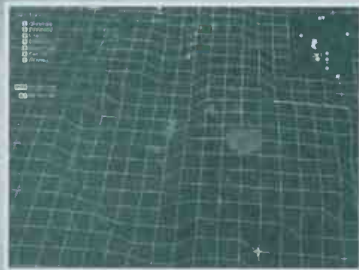


You'll also want to find a geyser to set up your Armory. Since there isn't another geyser nearby, you may want to issue a 'go to geyser' command after the recycler is set up. The Armory will automatically find another geyser.

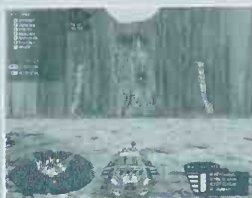
The first thing that you should set to building is a Scout to serve as a sort of defense, just in case some enemy fighters decide to barrel down on you before you have a chance to really get going. Order the Scout to defend the Recycler (hit "1" for Offense, select "Defend," and choose the Recycler). With that in place, focus on building a Scavenger to start amassing scrap so that you can build up your defenses before heading to the volcano.

TIP: If you really want to start cranking on the offensive forces, have the Recycler build a Factory and set it up on the second geyser, setting it to build Tanks. While you probably think it's a good idea to build Turrets, don't. When you go to re-locate, they'll be sitting ducks unless they're stationary.

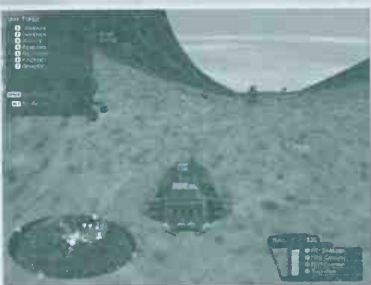
By now, you should have a couple of Scouts that can serve as escorts when you move out. You'll now want to hit the Caps Lock key to get a satellite shot of the surroundings. Move the mouse around to locate the volcano and then look for a nearby geyser, that's where you want to set up shop. Wait until you think the Scavenger has collected all the nearby bio-metal, then pack up the Recycler and SLP and send them over to the geyser nearest the volcano.



WARNING: Normally, to get to where you want to go, you'd follow a straight route, but if you do that here, you're going to get zapped by the alien mines. You need to stay on the ledges in order to avoid them. The best way to find the safe path to the volcano is to send the Recycler and everyone else to the geyser closest to it, and simply follow them. They'll avoid all the hazards automatically and set the shortest (and safest) course.



Once the Recycler's set up at the gayser, get it to start pumping out Turrets, setting up a perimeter of at least four around the Recycler and the Armory. Keep going until you've maxed out on them at ten, building a Scout on occasion. Now select five or six Turrets to follow a Scout or two up the volcano, going into the crater until you see the Factory (alien building).

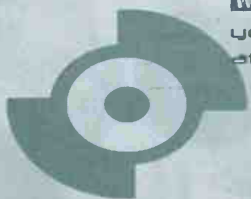


Your job is to make sure that the factory is not only found but defended, as the Soviets will attempt to take your position. If they can't do that, they'll bomb it (either way, you lose). So you need to set up the Turrets at strategic locations around the *entranceway* to the volcano's crater in order to keep the Reds from gaining access at all. Ideally, you should place one at the top of the cliff side within the crater, a couple along the pathway out,

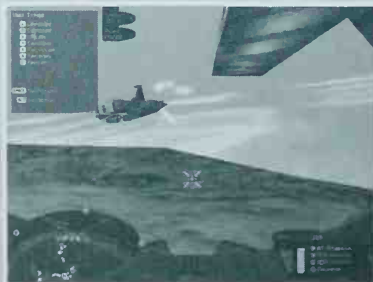
and a few around the rim near the entrance. Also, have a few Scouts and/or Tanks positioned around here as well.

NOTE: If you wait too long to advance on the Alien Factory, the CCA will set up defenses around it. Be ready for a fight when you move into this volcano.

WARNING: Don't forget about protecting your Recycler, either. If that gets destroyed at any time, you've failed the mission.



Eventually, you should receive a communication saying that friendly forces are about ten minutes away, but you still need to protect that Factory. Time to play the waiting game. Be sure that you've maxed out your offensive and defensive forces, placing plenty around the entrance to the volcano, and making sure they're in fairly decent shape. If a Turret or Scout is hurting so bad that its health is in the red, it's better to recycle now instead of trying to rebuild the unit later. The Soviets, seeing that they can't recapture the area, will send in a bomber to try to take it out.



TIP: Sometimes it's better to simply recycle a unit instead of trying to repair it because recycling and building a new unit is often faster than sending it out to grab a repair kit.

Be patient. If you manage your strategy swiftly and effectively, you may find more idle time on your hands than you expect as you wait for the enemy units to attack. Don't worry, there's no other hidden objective—you just need to wait and defend. Eventually, you'll thwart the remaining enemy attacks, and the mission will be over.



MISSION WRAP-UP

Good work securing the Lemnos bio-metal factory. Unfortunately, it appears a self-destruct sequence destroyed the inner workings of the factory, but we have started to decipher small pieces of the history of the people who created this. There appears to be some odd connections to these people and Greek mythology.

So far, we have learned that these people called themselves the Cthonians. When we realized that these people called themselves by the same name that the ancient Greeks called their gods, we decided to call in some additional experts in Greek mythology.

Our team has managed to crack a transcript describing a battle over a transport ship called the "Hephaestus." The ship carried bio-metal on a regular run from the Lemnos factory to the Omega Star Port. From here, we can only assume that it was sent to other parts of the solar system. Sadly, we have not found any specific information on the locations of the Hephaestus or the star ports.

The Brass has set finding the star port and the Hephaestus as our primary objectives. We believe the star port could provide information on other worlds that the Cthonians have reached. We've fanned our forces out in order to search for the Hephestus and the star port. As of yet, we have no leads.

Stand by for further orders.

MISSION 5





MISSION BRIEFING

NSDF UPDATE

While exploring the Olympus Mons area in search of the lost relics, the Fifth Platoon has come in contact with a large CCA contingent. They are pinned down in fierce combat and have already lost their Recycler. They need your help.

MISSION OBJECTIVES

- ◆ Assist the Fifth Platoon.
- ◆ Look for Cthonian relics.

ENGINEERING REPORT

The SLF has been equipped to build and launch the Day Wrecker bomb and the Solar Flare mine.

The Recycler can now build mobile construction rigs, which are capable of building armories, repair hangers, satellite comm towers, long range radar arrays, gun towers, and various power supplies.

Your command HUD indicates where you can construct buildings. Green indicates terrain suitable for building, while red means that the terrain is either rough or you are too close to another structure. Yellow means you could build, but you would not have a power supply (solar, lightning, or wind) for the structure.

WINNING THE MISSION

This is quite an unusual mission, and the easiest way to succeed may be the way you least expect.

At the outset, you're told to escort your initial forces to the Fifth Platoon to help them out. Be sure to have the Recycler follow you, and have the Tanks take your wing.





A short distance into your trek, you'll get new orders to examine what ends up being the Hephaestus. Once you've examined it (using the "I" key), head to the Nav beacon.

Here's where things begin to get a bit tricky. As you near the geysers, there'll

be turrets waiting to take you and your forces out. Be sure to approach these with caution and not without the other two Tanks by your side.



TIP: You may want to park the Recycler out of harm's way for the time being, until you can destroy the turrets to ensure safe passage.



Once the enemy turrets are taken out, send your Recycler to the closest geyser, and immediately have it start building a Scavenger. If you haven't done so already, head to the Nav beacon, then examine the alien structures using the "I" key again. While you shouldn't dilly-dally too much, don't do things too quickly, either. If you can, have your Recycler build a Scout before the Soviet units show up.

Be prepared to take on the Soviet Flyers that attack—they shouldn't be too much of a problem. If you sustain a lot of damage, be sure to max out your Hull and Ammo next. After you've done that, set the Recycler to building an Armory and set it up on a geyser.

Ferret out the Howitzer hiding in the canyon along the scrap field. Otherwise it might take out a Scavenger or your Recycler.

By now, you should be getting orders to head to the Launch Pad to check things out—you have only nine minutes to do this. Normally, you'd think that you should take a whole platoon of offensive forces with you, but that's actually doing things the hard way. There are several problems with that





strategy: Firstly, the clock's already winding down, and you don't have the time to wait for your Recycler to build up adequate forces. Secondly, if you confront every enemy that you meet along the way, you'll not only lose half (if not all) of your offensive units, you'll also waste too much time. The more time you waste, the more enemy forces you'll encounter.



The method that seems to work best is to go it alone, but you have to think quickly. Once you get the Launch Pad up on your HUD, head in the direction of the Nav Beacon. Do not go back the way you came (southwest)—it's a dead end. Go as fast as you can in a northwesterly direction. The secret to getting quickly to the Launch Pad is to take every left along the way from here on out.

TIP: Don't stop to shoot anything if you can help it. It'll only slow you down and increase the possibility of lowering your Hull strength.

Here's the tricky part: As you're flying through the canyons, you need to have the Armory continually send Repair pods along your path. You're not going to wait for them, but they'll be there for you on the way back. Every couple of seconds, pick a spot along the way and have the Armory send mostly Repair pods (an occasional Weapons pod wouldn't hurt, either). Keep in mind that while you're doing this, you should also have the Recycler build Scouts.

Eventually, you'll reach the Big Guns. These are big, stable structures protecting the path to the Launch Pad. You're not going to be able to take these bad boys out very easily, so it's best to merely distract them. Use the Thumper to momentarily upset them, and then book it between them, heading straight for the Launch Pad at the end of the canyon.



Again, dispatch Repair pods and avoid enemy fire until you reach the Launch Pad. Once there, send for a Repair kit, hit the "T" key, and wait for the kit to show up. Unless you're under heavy fire, you should be able to hide out momentarily. After you've picked up the kit, simply head back the way you came, grabbing Repair kits all along the way.

TOP: Again, it's a good idea to use the Thumper when you get to those Big Guns so that they don't shoot at you too heavily as you make a hasty retreat.



You should select the second Nav Beacon to help you in your maneuvering if you get lost. Just keep an eye on your radar for help. If you've been having your Recycler build Scouts all along, you should have quite the offensive platoon waiting for you when you get back. Take care of any enemies that are attacking, and then have the Recycler pack up and set it on a heading for the Dust-Off Nav Beacon. Be sure to select all the

Offensive units (Ctrl + 1-9) to defend it. It should be more than enough of a protective escort, and before you know it, you'll get the word that the mission was a success.

MISSION WRAP-UP

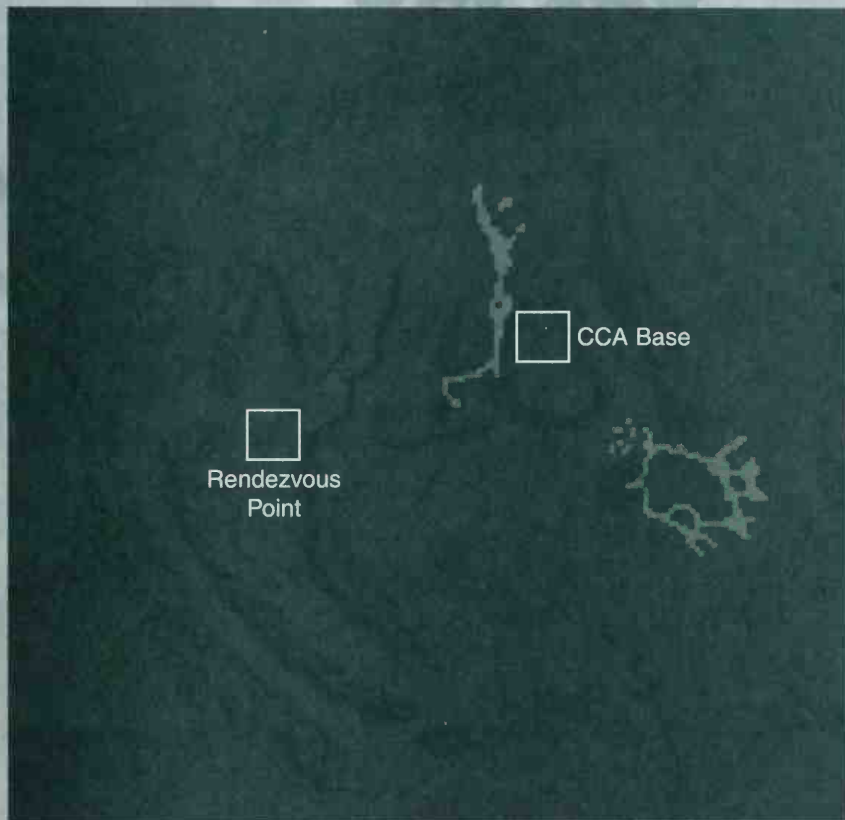
Although you did an outstanding job, the CCA managed to escape from Mars with the star port relic. We must now hunt them down and recover this key alien artifact. Left on their own, it is only a matter of time before the Soviets manage to decipher the relic. The consequences of their getting this information could be catastrophic. They could know all of the places where the Cthonians have been, and we would spend the rest of this war chasing them.

We know that the CCA has established a well fortified base on Venus. The Brass believes they will take the relic there. General Collins has picked you to lead a small assault team on a covert mission to destroy the CCA's long range radar arrays in preparation for full invasion.



MISSION 6

STARS & STRIPES MISSIONS



00:53

MISSION BRIEFING

NSF UPDATE

The CCA outpost is protected on all sides by a natural terrain barrier, and the entrance to the outpost is heavily guarded by CCA units and gun towers. You may need to sneak into the base on foot in order to avoid detection.

MISSION OBJECTIVES

- 🕒 Rendezvous with our forces.
- 🕒 Destroy the Soviet Radar Array.

ENGINEERING REPORT

Your Grizzly has been outfitted with a new weapon called the MAG Cannon. This is a highly versatile weapon, capable of firing ordinance of varying sizes. The longer you hold down your fire button, the larger the ordinance that will be fired.

WINNING THE MISSION

If you thought the last mission was tough, you ain't seen nothin' yet, soldier! This one will actually require you to leave your vehicle in order to infiltrate the Soviet outpost and destroy their Radar Array. It's going to take all the stealth and careful leadership you can muster.



Your first objective is to gather the forces you have with you and head out to the rendezvous point. Have the offensive units take your wing, and have everyone else follow.

NOTE: Once you've called up the first Nav Beacon, you may feel compelled to head in a northeasterly direction—don't. You'll meet a lot more enemy units that way. Take the long way around by heading northwest.



About halfway to the rendezvous point, you'll encounter enemy forces, which you shouldn't have too much difficulty overcoming. If you're smart, you'll deploy your Turrets there and wait for the enemy to come to you.

Having taken care of that little business, you're ready to continue on to your rendezvous point, which should be a relatively uneventful experience. Deploy the SLF and set up the Turrets around it for protection. You also might want to leave a Scout here to serve as a more mobile defender. Then it's time for you and the Tanks to head toward the next Nav Beacon at the front of the Soviet base

WARNING: Don't even waste your time trying to get through the Soviet forces at their outpost. You're going to have to go in on foot. But not before you rendezvous with the Scout atop the volcano. Stall a bit if you have to on the way to the Soviet base, giving the Scout time to reach the new location.



As you near the Nav Beacon, the Scout will radio his new position. Park your forces in an out-of-the-way area and rendezvous with the Scout. Shortly after reaching the new

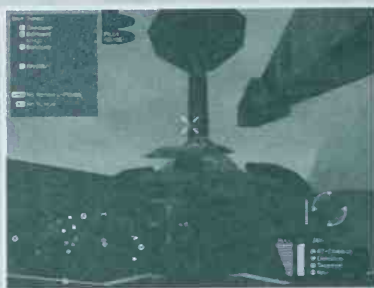
Beacon, the Scout will drop in on the Soviet base and will be destroyed. However, that doesn't mean you have to worry about getting shot at. Just exit your vehicle (hit "H"), head straight over the side, up the crater, and into enemy territory.



Look what we have here: For starters, no one's shooting at us, and secondly, there are several vehicles ripe for the hijacking. I'd go with the Tank. It's got a lot more firepower than the Fighter. Don't worry, as long as you don't start shooting at anybody, you don't have to fret about getting shot at—for now, anyway.

Now drive over toward the entranceway, near the gun towers. They're powered by the Solar Tower directly behind them. So if you go behind that, you should be able to find a little trench, just big enough to hide your Tank in.

Now send for the two tanks to come and attack the Solar Tower or Gun Towers by selecting them and highlighting either of those targets with the Spacebar. You should wait until just before they reach the entranceway, and then start blasting at the Solar Tower. As soon as you start shooting, the enemy will wise up and come attacking, so time it so that you destroy the Solar Tower just as the Tanks are within firing range of the Gun Towers. Once inside, direct them to attack the Radar Array. With all of you attacking it at once, it should come down with little problem. Plus, you'll have your fellow units to hinder the Turrets and Snipers trying to stop you.



TOP: In case you're running low on ammo or Hull strength, there are some power-ups near the cafeteria, where you first hijacked the Tank. Just look for the yellow boxes on your radar.



Now, get out of the Tank and head back the way you came in on foot—toward your original vehicle. Once back in, select the appropriate beacon in order to meet up

with your Recycler and Factory. If you're smart, while you're en route (even on foot), you'll get them set up on the closest geyser and start building (starting with a Scavenger first).

Once back at the Recycler, start building up a sizeable offense, namely Tanks. It's also a good idea to set up a Turret here and there for protection, as you'll still probably experience attacks as you muster your forces.



MISSION 7



MISSION BRIEFING

MISSION OBJECTIVES

- ✦ Establish a base.
- ✦ Penetrate the CCA defenses.
- ✦ Capture the star port relic.

ENGINEERING REPORT

Our engineering team has put assembled armored personnel carriers (APCs) to help take out the base's fixed emplacements. The APCs have no weapons, but they have bio-metal armor that will equally distribute damage across the craft.

You'll also have access to a mobile construction facility. This vehicle is capable of building armories, repair hangers, satellite comm towers, long-range radar arrays, gun towers, and various power supplies.

WINNING THE MISSION

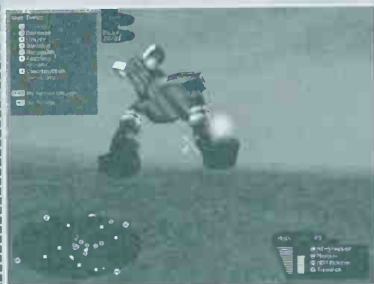
Compared to the last couple of missions you've undertaken, this one is surprisingly straightforward. Essentially, it boils down to building up a strong offensive and decimating the Soviet base. For those who like things a tad more detailed, read on.

First, as soon as you start, you should set up your Recycler. Then have it build a Scavenger to gather all the nearby scrap. Build a Scout to help protect it from the imminent attack. Once that's done, construct a Factory, and build a couple of Tanks or Bombers.

Once your Scavenger has gathered all the scrap in the nearby area, pack everything up and head west, just like the commander instructed. Be sure you have enough offensive units to serve as an escort for your unprotected Recycler, Factory, and Constructor.



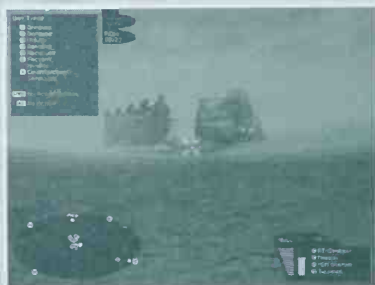
At some point between the time of the first attack and while you're heading west, your forces will encounter a rather unusual enemy unit, similar to an AT-AT from Star Wars. Destroy it, but take note of it.



TIP: During skirmishes with lots of enemies or those new upright-walking units, you might want to park your Recycler and other unarmed units, especially if you want to get a piece of the action.

Eventually, about 1000 meters from the CCA Base, you'll hit a nice scrap field with a couple of geysers—a perfect place to set up your Recycler and Factory. Do so, and then set up several Turrets to defend them (especially around the Recycler). Build another Scavenger to double the scrap collecting, and then start building Bombers with your Factory. You should have at least as many Bombers as you do Tanks, if not more—they are key to victory.

Once you have plenty of Bombers and Tanks, start leading the troops toward the CCA Base. Once you get close enough, send them all to attack the units in this order: The L-Power first, as they power the Gun Towers; the Recycler; and then the Factory. Naturally, they'll end up taking everything else out in the meantime, but once you destroy the Recycler and the Factory, you've permanently crippled the base and you'll be given the next objective.



WARNING: Be sure not to leave your Recycler and Factory unprotected. Be sure that you have plenty of Turrets set up around both to guard against those occasional flyers. You can even set up a Gun Tower of your own with the Constructor.





Now you simply need to head over to the location of the Relics, and you'll learn that you have new orders: undertaking a new mission. Congratulations, it's on to mission eight.

MISSION WRAP-UP

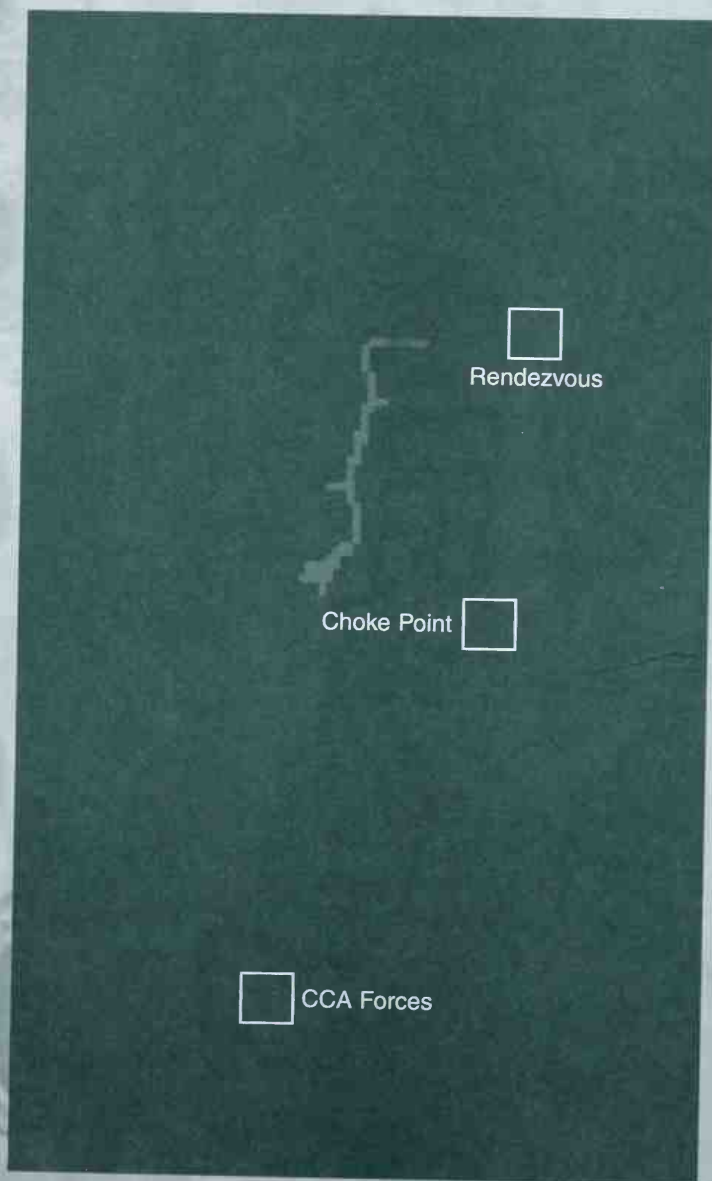
Thanks to your work, we have taken a giant step forward in our efforts to take control of Venus and the star port relic. All of the CCA's main bases have been neutralized, and now the CCA is scrambling to evacuate.

We have had the opportunity to analyze some of the ruins near the former Soviet base, and we have learned that they were constructed by a scientist named Nexus V. Exactly what he was doing here is unclear; something about a new strain of bio metal—a strain that is better suited for weapons of war. We are sure, however, that his experiments involved humans, although we have no idea for what purpose.

Capturing this relic and understanding the new strain of bio-metal could lay the foundation for our battle plan and vault us into the lead of the arms race. You have been called on to track down the convoy carrying the relic to a CCA launch pad.



MISSION 8



MISSION BRIEFING

NSDF UPDATE

We've identified a CCA convoy carrying the relic to a launch pad to our south. Since we know the units that we are attempting to capture, and we know where they are headed, we must now capitalize on our opportunity to capture the relic intact.

MISSION OBJECTIVES

- ☛ Rendezvous with NSDF MUF.
- ☛ Destroy all CCA Artillery.
- ☛ Capture the convoy and relic.

ENGINEERING REPORT

Our engineers have been able to tool our MUFs to build the walker technology that the CCA threw at you during your last mission. These new units will bring unrivaled firepower to the battlefield. Unfortunately, they are so heavy that they are unable to hover or move nimbly.

WINNING THE MISSION



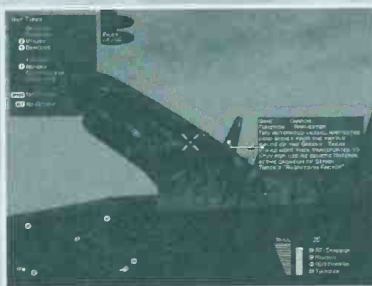
This mission is also surprisingly straightforward. However, because of the jumping that you'll have to do, it can be exceedingly frustrating.

The first thing that you need to do is rendezvous with the NSDF MUF, which you do simply by heading forward at the outset of the mission. Once you meet up with it, you'll be given an update on the situation: there are six enemy Howitzers located up on the surrounding hills.



WARNING:

Whatever you do, don't set your factory up on the geyser until after you've taken out the turrets. If you do, the Howitzers will quickly take out all your scavengers.



If you listen to the orders given, you'll learn that you need to take out the turrets. You're also told that the best way to do that is to head toward the Nav Beacon until you come to a slope on the mountain that your Grizzly can easily navigate. Head up the hill and head toward the white square that's now appearing on your radar. You should encounter a large alien relic.

Now that you've spotted and identified the relic (pressing "I"), you're ready to start taking out the Howitzers. This is the most frustrating part of the mission, but if you did well in your first training exercise, you should be able to jump through this.

Head up to the right of the relic and toward the closest turret. You shouldn't really have to jump to get here, just watch yourself to make sure you don't slip down the mountain face and have to start over. Once in range, all the turrets go down fairly easily.



Once the first turret's out of the way, you should look around for elevated rock pathways that'll lead you to the next Howitzer area. One involves scaling quite the narrow peak and jumping at the last minute to get across. The others are usually a bit easier, just look for a stone structure that looks a lot like a ramp.



TIP: When jumping, be sure to hurry up the ramp, and hit your jump key just before you run out of ramp to give you the boost you need.

Eventually, you'll run out of ammo or have some serious Hull damage. Now is a good time to deploy the SLF, which, unlike the Factory, is safe to set up on the closest geyser. Set it up, and have it send you some repair and ammo kits.

TIP: You'll probably notice that the remaining Howitzers continue shooting at you while you wait for supplies. The key to avoiding fire is to stay in one spot for a little while, and then get as far away from that area as possible for two shots, then move again. It takes awhile for the Howitzers to readjust.

You'll know you've destroyed all the Howitzers when you get new instructions from command. Don't forget about the one closest to your troops. It can actually be taken out from there—you don't have to go to anywhere special. Just get below it, run, and jump up.



After all the Howitzers are finished off, you're ready to move your troops out. If you're playing on anything but Easy though, you should quickly set your Factory up and whip out a Tank or Bomber to help escort everybody.

Now send everyone to the Nav Point, watching for the enemy Flyer(s) that will try to take your unarmed forces out. Then set up your Factory as fast as you can, and start cranking out Tanks and a couple of Bombers.

NOTE: Tanks are your most versatile weapon. They pack one heckuva punch. Plus, they're quite mobile.



Now, prepare to stop the huge convoy that's heading your way. They're accompanying the relic you retrieved earlier, so you have to stop them. When the guns start blazing, the first thing you should shoot for is the Transport carrying the relic. If you can destroy the vehicle, the relic will be left on the battlefield. You need to stop it from making its way to the launch pad. Once the relic is dropped, you can worry about

the rest of the units. If you've got your wits about you, continue to have the Factory crank out units.

Build yourself a Tug, and get that relic back to the Factory. Once done, the mission's over (and successful).

MISSION WRAP-UP

As we had imagined, the star port relic contained additional clues about the bio-metal technology. It has taught us about the race that invented the bio-metal, and tied together many pieces of the bio-metal puzzle.

We've learned that these people called themselves the Cthonians and hailed from a planet known as Icarus. Their star charts place it in an orbit between Mars and Saturn. But the only thing that exists there now is an asteroid belt. It appears their world has been destroyed.



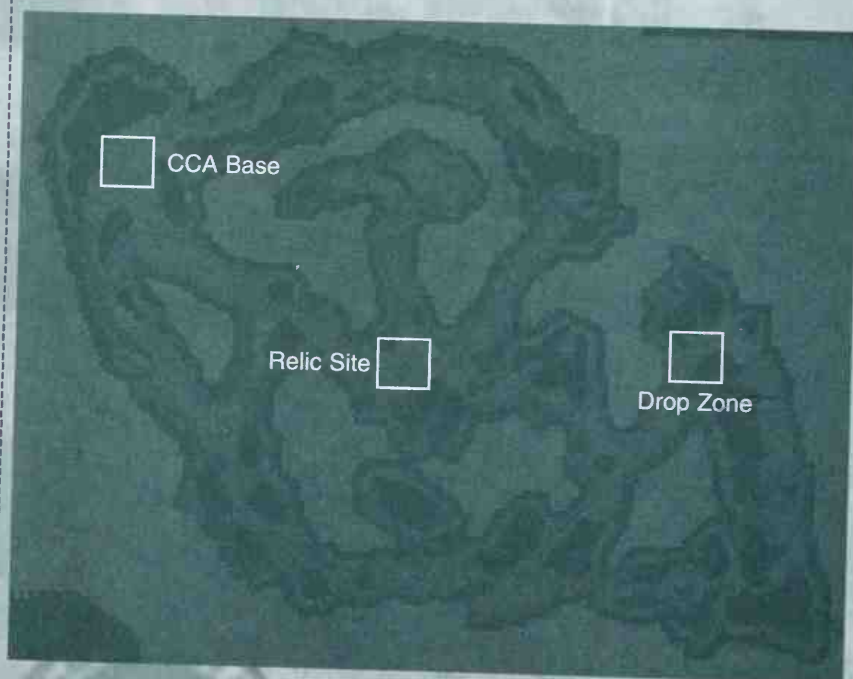
The group of Cthonians that built the star port, where the relic was found, belonged to a faction called the Olympian Council. Ruled by a group of great scientists, they sought to achieve a better way of life through science. The leader of this council was named Paternus. His ethics and philosophical beliefs were the guiding force behind the great inventions they created. Paternus even shared their knowledge with mankind. Bringing a new era of thought and enlightenment to the people of Earth. As we had suspected, it was no coincidence that the names of the relics we keep finding are the same as those found in the Mythos of ancient Greece. It appears that the Cthonians took a great interest in the affairs of the men and women in this region of our planet.

The other group, the ones that built the ruins on Venus, were servants of the Hadean Crown, a monarchy ruled by Nexus V. Nexus was also a brilliant scientist, but his genius was not tempered with the same wisdom as Paternus. Nexus wanted only power. His pursuits were entirely motivated by making the Hadean Crown the sole governing force of Icarus.

And so the war began. The two governing bodies began to enter a deadly spiral of check and counter-check. As each side began to develop more sophisticated weaponry, the other would try to top it. But it was Nexus who managed to construct the ultimate weapon, one that would end the war. The information that he gathered during his experiments began going into production in a secret weapons facility called Lerna, located on Jupiter's moon, Io. We have not found any war records that postdate the work at Lerna.

We must get to Io and capture the secret weapons facility at Lerna.

MISSION 9



MISSION BRIEFING

MISSION OBJECTIVE

🕒 Capture the weapons facility at Lerna.

ENGINEERING REPORT

We've equipped your vehicle with a Flash Cannon, which is one of the most powerful weapons that we've been able to develop.

WINNING THE MISSION

Welcome to Io, a satellite fraught with its share of perils. You are given the task of recovering another relic before the Soviets can take it back to their base. You're going to have to act quickly.



The first thing to do when setting up your base is to immediately send the Recycler to the closest geyser, and then have it build a Factory (yes, not a Scavenger, a *Factory*). When the Factory emerges, set it up on the closest geyser. While it's in transit, have the Recycler build the requisite Scavenger.

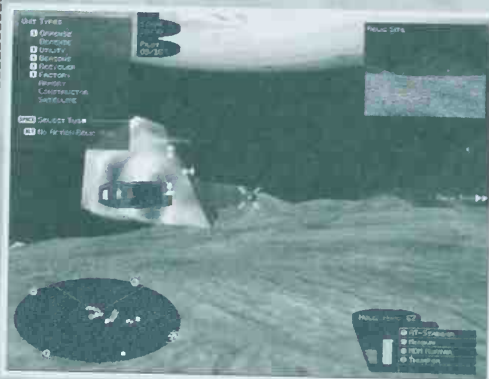
With the Factory, quickly pump out two Tanks and a Tug. When that's done, send the Tug to the Relic Nav Point, and have the Tanks take your wing.

Now, remember when you were on Mars and had to avoid the mines in the valleys? Well, now you have to avoid the stinking hot lava. Theoretically, you can cross it without sustaining much damage to your Hull if you hop all the way. Unfortunately, such agility cannot be depended upon by the rest of your offensive units—if they stray through the lava, it's



"Offensive Unit: Lost" time. If you're wondering the quickest route to take, follow the Tug. It's not the fastest traveler, but it knows which way to go without getting burned.

TIP: Once you have the general idea about where to go, try to get there as quickly as possible in order to stop the Soviet units already arriving.



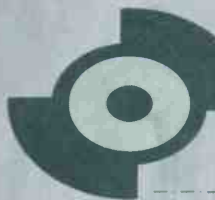
Take out the units there and have the Tug pick up the relic. You should be sure to work as fast as you can, because if the Soviets think they can't recover the relic themselves, they'll try to have it destroyed.

Now you can send the Tug to the Drop-Off Nav Point. Or, if you want things to go more quickly, you can hop out of your vehicle and have the Tug come pick you up so you can drive it faster.

TIP: All the while you're away from the Recycler and Factory, you should have them continue to make units; some to defend the base, as well as some to come help escort you.

Simply follow the Tug back, making sure it doesn't get intercepted by enemy units. When it reaches the Nav Point, the mission will have been a success.





WARNING: Do not have the Tug go into the center of the lava. If it falters, there'll be no way for you to pick it up yourself. Plus, any Tug sent out to retrieve it might not make it back.

MISSION WRAP-UP

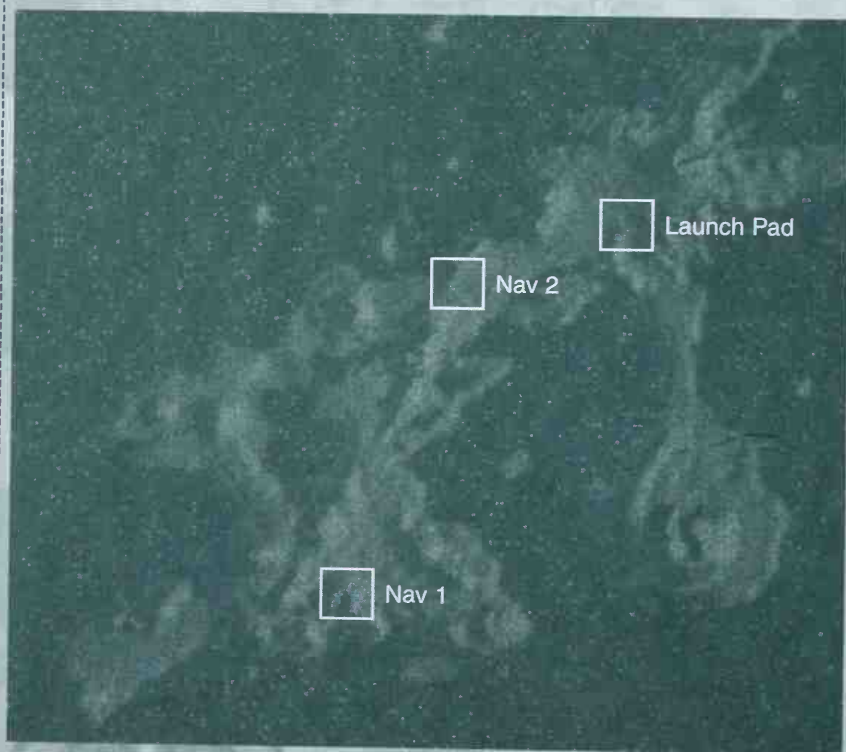
Thanks to your good work, we've succeed in capturing the Furies in the Io lava field, and are attempting to move them off the moon. We've already learned a bit about these relics, and determined that they may provide an unprecedented technological advancement in the arms race.

In pulling together the history, we've again come to see the Greek connection. The Greeks called the Furies the "avengers of the dead," and it is frightening just how literal they were being. Nexus based the construction of his new strain of bio-metal on humanity's war-like nature. Using DNA harvested from fallen Greek warriors, Nexus instilled "an aggression factor" in the new material. Initial engineering tests have confirmed that these relics are made from the new strain of bio-metal, and that they have some sentient properties.

Engineering wants to get the Furies off Io, back to our main R&D base on Mars, where they believe they can learn to manufacture more of these weapons. Unfortunately, the CCA forces were able to cut off our transports in our initial attempt to move them toward our equatorial launch pad. We are now regrouping our forces, and you've been called to escort the convoy through the canyons to the launch site.



MISSION 10



MISSION BRIEFING

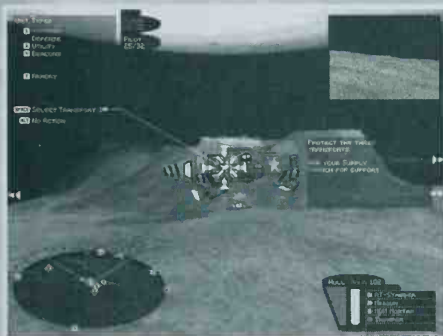
NSDF Update

We expect that the CCA will do anything possible to prevent us from getting these relics off Io. You will lead the escort team along the narrow path to the launch site. We expect that the trip will be complicated by CCA artillery and narrow passages restricted by lava fields.

MISSION OBJECTIVES

- Escort the Furies to the launch site.

WINNING THE MISSION



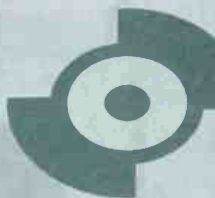
Your main job during this mission is to make sure that you and your fellow forces protect those Transports from falling into enemy hands.

You're not going to have access to a Recycler or a Factory, so if you lose any offensive units, there won't be any available to replace them. Be careful and frugal with what resources you've been given.

At the beginning, simply have your offensive units take your wing and try to stay a bit ahead of the Transports.

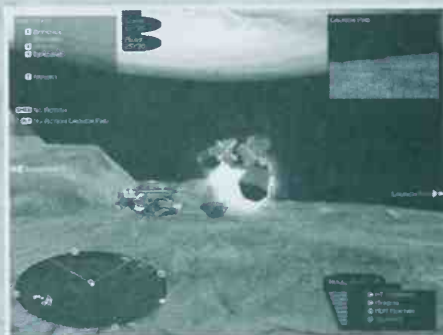
You won't have to worry about maneuvering the Transports, as they'll go entirely on their own. This can be a good thing in that you don't have to worry about managing them on top of everything else, but it could be a bad thing if you aren't careful. Cover them at all times, even if you wish they'd stop running into enemy fire. Just be sure to watch for Turrets and Fighters that'll try to slow you down on your way to the first launch pad.





WARNING: At about this time, Transport B will not only break away from the pack, but will do so while intoning the US in a derisive Russian accent. Don't follow it—it's gone. Just worry about the two remaining transports.

Eventually, the Transports will stop because they realize there's some serious Russian firepower waiting around the corner. Now would be a good time to dispatch your Armory for some supplies, namely a repair and ammo kit, if you need them. Now, send your forces to attack the Fighter that's coming over the hill, then get the Walker and Turret.



TIP: Ideally, you should divide your offense to attack the Turret and the Walker at the same time.



After you've destroyed everything, your repair and ammo kits should have arrived. Restock and then return to escorting the Transports to the primary launch pad.

As you approach the launch pad, you'll get word that it's under attack. Don't worry. There's nothing you can do to save it, but you can take out the Tanks that destroyed it. Do so as quickly as possible.



Now you have to escort the Transports to the second launch pad, taking out the random enemies who'll show up to stop you. You know you've succeeded when command alerts you that you've done a good job despite losing the launch pad and Transporter 3.



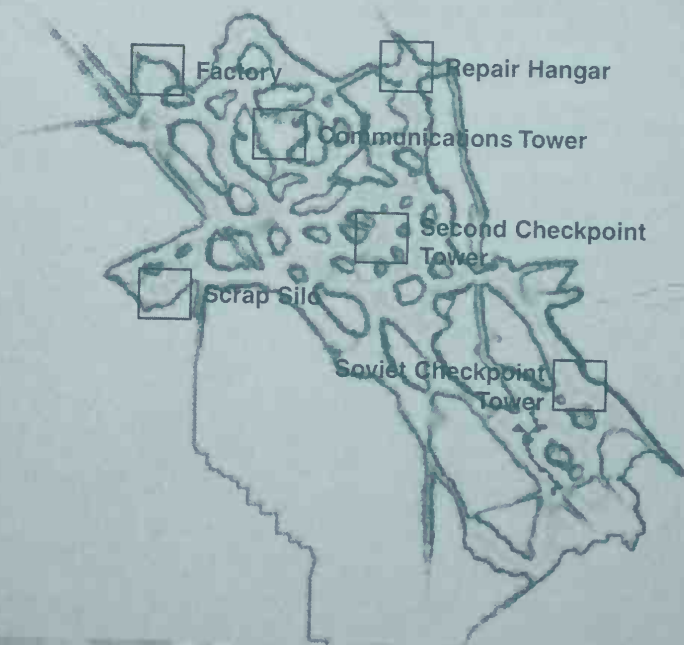
MISSION WRAP-UP

Good work getting the two Furies to the launch pad. We are all surprised by the traitor, Arkin. We are fortunate that we still control two of the relics, but now that the CCA has one of them, we no longer hold the clear lead in the bio-metal race that we thought we were going to have. We must recapture the relic and bring that turncoat Arkin back for the court marshal that he deserves.

We've uncovered a bit more of the Cthonians' history, and it is clear just how important it is to capture Arkin. Once the Olympian council uncovered the Lerna complex, they moved quickly to shutdown Nexus' new weapons program. They sent their most skilled branch of the Armada, the Hercules Brigade, to deal with the Hydra units defending the Nexus research facility. The presence of this elite squadron was testament to the power of this weapon. Recapturing the Fury relic is our highest priority.



MISSION II



MISSION BRIEFING

NSDF Update

The CCA's nearest base to Io is located on one of Jupiter's other moons, Europa. Their Europa presence is small, and we could easily overwhelm them, but we first want to break into their data transmission networks to get information on all of their ship movements.

MISSION OBJECTIVES

- ◆ Obtain a CCA vehicle.
- ◆ Follow the patrol route to the Comm Tower.
- ◆ Tap the Comm Tower.

ENGINEERING REPORT

This is a solo mission. We will equip you with a Data Tap that will activate when you get within 50 meters of a CCA Communications Tower. Once activated, you will need to stay within range of the Tower for one minute while we download the data.

We believe the CCA has developed Site Cam technology. This weapon will allow you to see through terrain to find the buildings that you will need to go to in order to complete your patrol route.

WINNING THE MISSION

Remember when you had to sneak into the CCA base and commandeer a vehicle to complete your mission? Well, welcome to part two. Here, you're going to have to stealthily play the part of a Soviet, avoid detection, and get the information that we need to win this war.



First, guide your Grizzly to a reasonable spot near the first CCA checkpoint tower. Your first difficulty is in finding a safe spot. You don't want to leave it out in the open to be found by the enemy—your cover will be blown and the mission will be a failure. One excellent hideout is on the higher terrain near the geysers.



Watch your radar closely to see how to get within roughly 500 meters and still leave the vehicle high enough to not be seen. Once you've found a good spot, exit the vehicle by hitting the "H" key.

TOP: As always, it's a good idea to save a new game after every minor accomplishment, such as right after you leave the vehicle, and after every checkpoint further into this mission.



Now hotfoot it over to the CCA tower, trying to keep close to the hills. Once there, take a position to the right of barracks and near the mountain so that the Flyer that patrols the area won't see you initially. Wait for him to come by and stop. Once he's stopped, switch to Sniper and hit the yellowish dot that appears on your scope.

Once you've taken out the pilot, run over and get in the vehicle. You'll be given further instructions, so pay close attention. First, you need to find the second checkpoint tower, so hit "I" on the tower to turn on the Nav cameras. Then hit the Beacon on your console ("4"), and head toward the next Nav point.

WARNING:

Unlike the Nav points you're used to, these will disappear from your HUD after you're out of the tower's range. You must plan ahead, and continue to go in that general direction. If you do this, you should find what you're looking for.



Once you've found and identified the next tower, you'll gain access to all the cameras, which will be listed in the order you need to find them. Highlight the Nav necessary and head that way. The first one is the turret silo.



After you've found the turret silo, head back to the second tower to get your bearings on the second security checkpoint, the Unit Factory.

TIP: If you get lost, try following a nearby Flyer—they know the route better than you.

Next, you'll need to find the scrap silo. Again, if you get lost, don't

hesitate to follow a Flyer, which will take you either back to the CCA tower or to the scrap silo.



Finally, you're ready to head toward the Communication Tower. It's the last Nav point listed at the CCA tower, so head in that direction, and you'll find it. As soon as you see it, rush up close so that your computer can start downloading

the necessary information. Don't move away until you're told that the download is completed, otherwise it'll interrupt and you'll have to start over. Also, ignore whatever the Soviets are telling you—just get the data.

As soon as the computer tells you the download is complete, beat a hasty retreat to the Drop-Off Nav point. The enemy is wise to you now, so you'll have to get a move on if you expect to stay in one piece. Avoid fighting if you can. There's no way that you'll win. Once you've made it back to the beacon, you can rest easy for now.

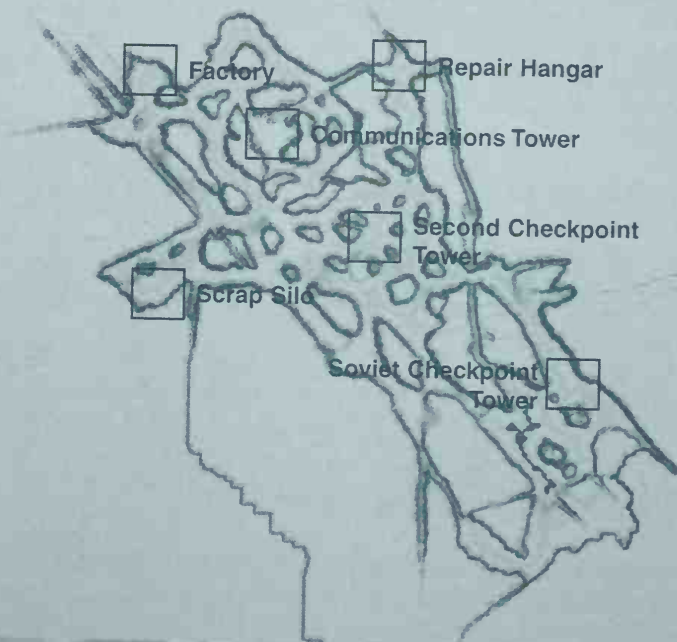


MISSION WRAP-UP

Excellent work. The data that you acquired allowed us to layout the complete movements of the CCA forces. We've learned that they are going to set up their main base of operations on Titan. We are moving the Justice and the Freedom to Titan in preparation for a full-scale invasion to take Arkin and the Fury.

Before you move on to join them in the assault, you have orders to run one more mission here on Europa.

MISSION 12



MISSION BRIEFING

NSDF UPDATE

You will lead the Liberty's forces on a clean-up operation on Europa. You must destroy every bit of the CCA's base in order to shutdown any possible escape hatches or supply lines available to their Titan forces. Once you have taken care of your mission here, you will join up with the Justice and the Freedom at Titan.

MISSION OBJECTIVES

- 👁 Destroy the CCA base.

WINNING THE MISSION



Despite the rather straightforward objective, this mission will prove to be tough, tough, tough! You have to act quickly and manage your resources wisely.

The first thing that you need to do is get your Recycler set up so that you can start building some Turrets and Scouts. You should have at least three Turrets deployed in front of the Recycler, and one Scout for mobility to handle the first wave of enemy attacks.

NOTE: This is one of the few times that you'll go against the general rule of thumb about building Turrets when you're just going to move later in the mission.

Once you've set up your defenses, you should build a Scavenger to gather the nearby scrap that you'd just leave behind later. Just make sure it stays behind the Recycler until you've destroyed the first wave.



After the enemies have all been scrapped, give the Scavenger an opportunity to gather them up. Then pack everybody up and head over to a major scrap field close to the place where you commanded the Flyer. You should have your Scout take your wing because you will likely meet up with resistance along the way.



Once you've got the Recycler deployed, build a second Scavenger and then another Factory. Now pack up the Recycler and deploy the Factory to get it to start cranking out Tanks and Bombers. In the meantime, strategically place the Turrets facing the direction of the first checkpoint tower—that's where all the enemies are going to come from. You should also build a Constructor to enable you to erect a Comm Tower. It'll come in handy when trying to figure out where the Soviet factory is.

TIP: Be sure to take out the Turrets just up ahead before the Scavengers go collecting in that area. If you don't, you'll wind up with no Scavengers and maybe no scrap to build another one.



If only it were as simple as it appears... What you probably weren't aware of is the Soviet unit that's on the ridge behind you building Howitzers to take out your Recycler. Get up to that ridge and take out the Howitzers and the unit that's building them. You'll find a lower ridge nearby. It can be reached by jumping up and then going around to find a way up to the guns.

TIP: It can be frustrating trying to get up the ridge pictured above, but don't give up. It can be done.

While you're taking out these units, you need to max out all the offensive units you can before you attempt to take out the Soviet factory. Do so, and then join your forces in tackling what they send your way.

Once you've mustered your forces, hit "9" to get a satellite perspective, and locate the CCA Unit Factory. Send your offense to take it out. Don't worry about getting lost, they won't. Simply follow them to their destination. Use the Bombers to wipe that bad boy out, and you've done your Europa duty.



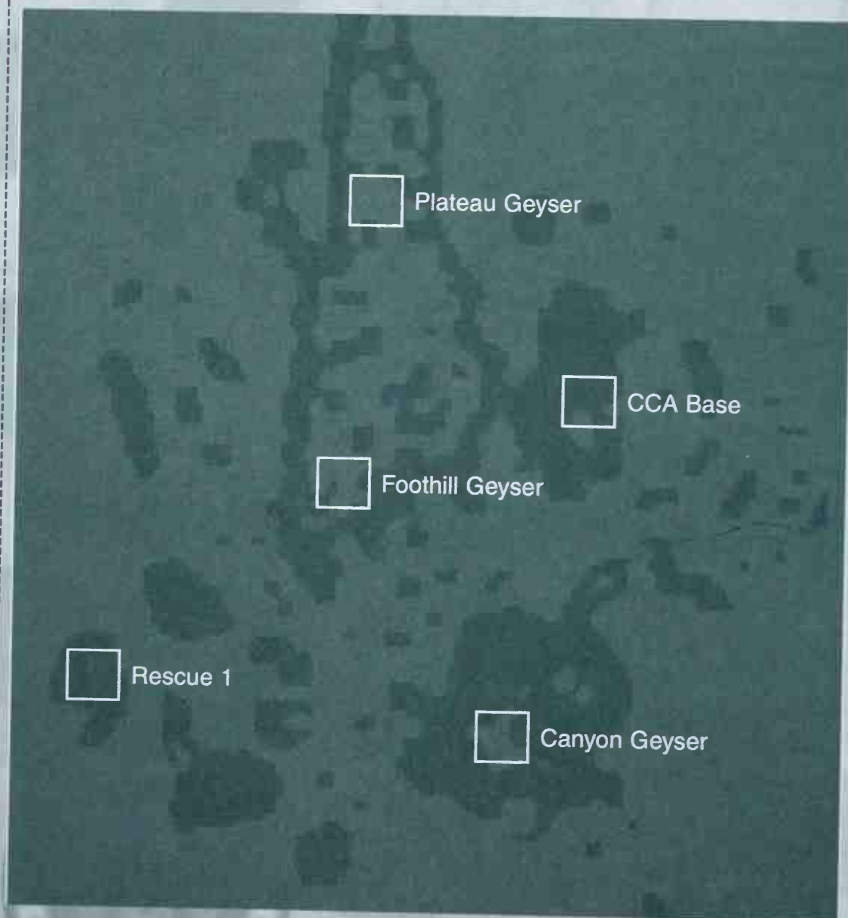
MISSION WRAP-UP

Good work wrapping up the CCA's presence here on Europa.

Unfortunately, things have not gone as well on Titan. The NSDF forces that moved on have taken a serious beating. It appears that we have lost the Justice and the Freedom. Our ground forces are in disarray, and broken communications channels prevent us from fully assessing the situation.

You must proceed to Titan immediately and help salvage what remains of our forces.

MISSION 13



MISSION BRIEFING

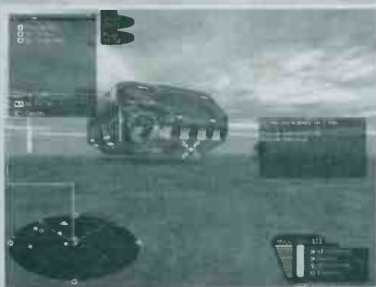
NSDF UPDATE

At this time, the only communications that we've received from the Titan ground forces are three distress signals. We are operating under the assumption that the CCA has built some new technology that overwhelmed our forces. You will be dropped onto Titan at Nav Beta with the Recycler Utah. Locate the distress beacons and rescue any survivors.

MISSION OBJECTIVES

- ◆ Rescue our troops at the three distress beacons.

WINNING THE MISSION



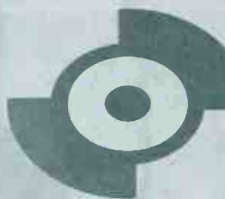
Once you've started gathering scrap, build an APC to rescue your men. Build a Factory and get it set up on the next geyser, and then construct an APC, sending it on its way to Rescue 1.

This mission is the first which sees you actually aiding the Soviets (after you fend them off, of course). The first thing to do is to set up your Recycler right away at the closest geyser (though you can also set it up at the Canyon geyser).



Once that's done, quickly set up some defense and offense for your base. Start making a couple of Turrets, as well as Bombers and Tanks. You also should get a second Scavenger going to gather scrap more quickly.





WARNING: Don't let your units attack the CCA base just yet—that'll come later. In fact, if you can help it, do your best to keep your offense and Scavengers from wandering too close. There are gun towers over there.

Slowly but surely, enemy units will begin attacking your base, so be prepared. You should set up your Turrets out in front of the Factory, toward the CCA base. You should also seriously consider building a Constructor so you can set up Gun Towers—you're going to need them. Consider setting up a gun tower near the Recycler as well.



You'll hear the APC check in to let you know that they're ready to move out in 30 seconds, but you're going to have to give the instructions. After a half minute, send them on their way to the second Rescue point. In the meantime, concentrate on maxing out your offensive units.



When the APC says they're ready to move on, send them on to Rescue point 3. Keep in mind that this will take them in front of the CCA base, so you should have at least two offensive units escorting it along the way. Once they've picked everyone up, bring them back to base, and make sure it doesn't get blown up.

If you haven't by now, you'll soon encounter strange, UFO-like attackers. Command thinks for now that it's a Commie-unit, but either way, you're going to have to stop them. They like to target your Scavengers, so try to have an escort with them if you can.





TOP: If you find units like your APC getting low on health, be sure to have the Recycler build a few Repair kits, and have the APC pick one up. Its work isn't done yet.



You'll eventually hear the Russians cry for help, followed by what sounds like an attack. Build up your offense and head in the general direction of the CCA base. Command will soon come on the intercom telling you that the Russians have surrendered after being brutally obliterated by some unknown force.

Your job now is to escort the APC over to rescue the remaining Soviet scientists and get them back to your base. Gather all your offense and send the APC over to the Rescue point (or have it follow you). You'll probably be attacked by those alien saucers, so be sure to protect that APC. Once you've gotten the scientists back, the mission is deemed a success.

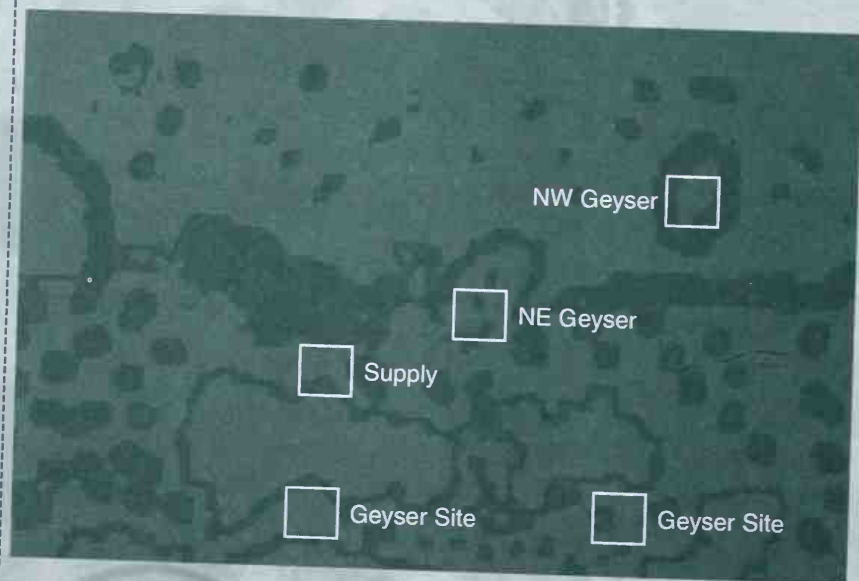
MISSION WRAP-UP

We are starting to piece together what happened on Titan, based on reports from the teams that you rescued. Similar to our experiences with the Furies, it appears that the Soviets activated them, and were unable to control the new crafts. We've come to understand that the machines are made from some sort of sentient material.

We believe that this is part of the connection with Greek mythology. The ship Charon was assigned to gather raw genetic material from the battlefields of the ancient Greeks. This material was taken to their Venutian base, Styx, where they used it to create the sentient component of the bio-metal.

It also appears that these machines (or perhaps animals) may have led to the destruction of the Cthonian race. We're trying to learn more, but based on what we've seen, they seem to be capable of inflicting incredible damage and pain.

MISSION 14



MISSION BRIEFING

NSDF UPDATE

While we continue to gather information, we would like you to gather as many resources as possible in preparation for a counterattack. We are signing a truce with the Soviets, so do not be surprised if CCA tanks are prepared to fight by your side.

MISSION OBJECTIVES

- 🔍 Rescue American units.
- 🔍 Rendezvous with the CCA units.
- 🔍 Gather as much bio-metal as possible.

WINNING THE MISSION



Yes, believe it or not, it's now better to be Red than dead, or at least that's the credo you can adopt, as the NSDF and the Soviets are going to have to work together to stop the semi-sentient beings that are the Furies.

Simply wait where you are to rendezvous with the three Soviet units that will join you.

Next, you need to worry about setting up a base. There's a lot of scrap to the north, so head that way until you come to an area with three geysers, and set up shop there. You should build a couple of Scavengers, as the key to succeeding is collecting 75 units of scrap.

NOTE: Recycle the Soviet APC—you don't need it anymore.





Soon you'll get a call to escort some NSDF units from the Nav beacon. You shouldn't have a problem handling it yourself. Simply go get them and bring them back. You can go ahead and recycle the NSDF APC as soon as you get near the Recycler.



Periodically, Furies will come and attack, so be sure to have the Soviet offensive units defend the Recycler. Don't fret too much about the Furies, as their attacks provide an additional source of scrap. Your rockets are an excellent weapon for taking them out quickly, so be sure to always restock after every fire fight.



With everyone in one spot, you need to focus on scrap gathering as well as defending. Always have at least three Scavengers going at one time, and don't hurt yourself too much trying to save them if they get into trouble. While you'll want to protect them, it's not worth losing your vehicle over. Simply build more.

NOTE: While you'll want to have some defenses, don't spend too much scrap on Turrets. You're not trying to build a fortress. Just gather scrap.

If it isn't obvious by now, it soon will be—your Recycler doesn't hold 75 pieces of scrap. You'll need to have the Constructor build you two Silos on the plains below. This will give you plenty of room. Plus, it puts them closer to most of the scrap.



Once you've gotten pretty close to that magic number, go ahead and recycle some things like Turrets to bump it to 75. As soon as you do, the mission is over.

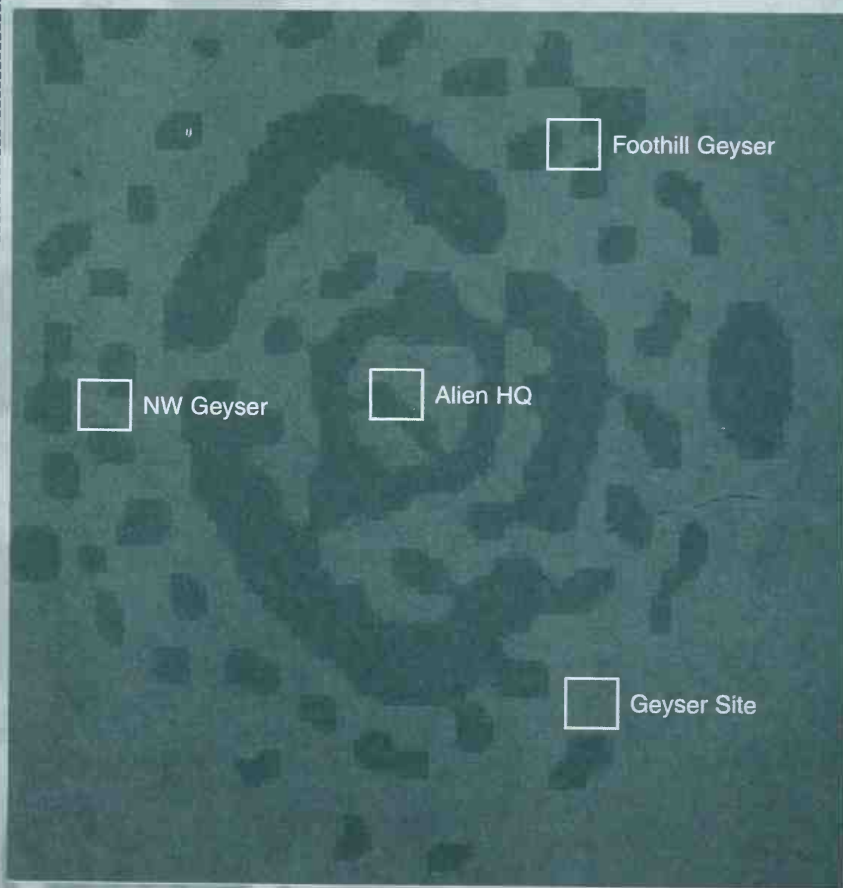
MISSION WRAP-UP

It seems that we have unknowingly opened our own Pandora's box. We've come to realize that when the Greeks created their Myths about the Cthonians, they substituted magic for technology. None of the gods were people or beings, as the Greeks described. They were just machines. As we've gotten deeper into this crisis, we've seen that every myth seems to hold some shred of truth. With this realization, we've started to look to the Greek mythos as our best source of guidance in dealing with our current predicament.

Our experience with the Furies looks oddly like Pandora's box and a curse to all of mankind. We've signed a treaty with the Soviets to cooperate in combating this greater threat. Both sides have agreed not to tamper with the Tartarus relics, so there's no worry about the Soviets advancing the technology by unleashing a Titan of some sort.



MISSION 15



MISSION BRIEFING

NSDF UPDATE

You have to establish a base for your platoon and destroy the Furies' factory. You must stand alone against them since we've lost the bulk of our forces on Titan. You are our last hope. Good luck.

MISSION OBJECTIVES

- ❖ Take out all the power towers and disable the mine field.
- ❖ Destroy the Furies' production factory.

ENGINEERING REPORT

You will be piloting a Wolverine rocket tank. You will have the Recycler Texas at your disposal. You'll also have a MUF, an SLF, a Construction Rig, and two Razor Interceptors.

WINNING THE MISSION



Compared to some of the other slower-paced missions, this one gets fast and furious. When you first start your mission, head everybody over to the two closest geysers, setting up your Recycler and Factory accordingly.

Naturally, you'll want to start with at least one Scavenger and have the Factory start building offensive units. While this is going on, head over to the pass where the bolt mines are located and take them out.

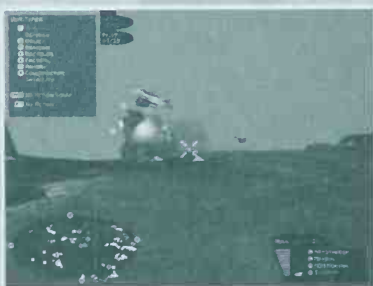
TIP: If you don't already know, use your Thumper to quickly destroy the bolt mines.





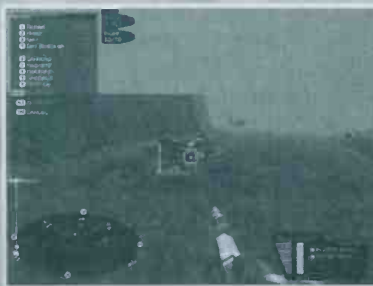
You need to concentrate on setting up a solid defense against Furies attacking your base, so get your Constructor to set up the necessary S-Powers and Gun Towers to protect both the Recycler and Factory.

Once you have defenses set up to protect your base, concentrate on quickly maxing out your offensive units, and bring them and the Armory with you through the pass where the mines were located.



Soon Soviet forces will be helping you to attack the converted base, so have your forces ready to join them. Ideally, you'll want to set yourself up with Walkers, APCs, and Howitzers to most effectively take out the Gun Towers at the entrance.

When your forces are mustered, go ahead and attack the entrance to the base, wiping out everything in your sight.



Once you've penetrated the entrance, quickly destroy the CCA bases as soon as possible.

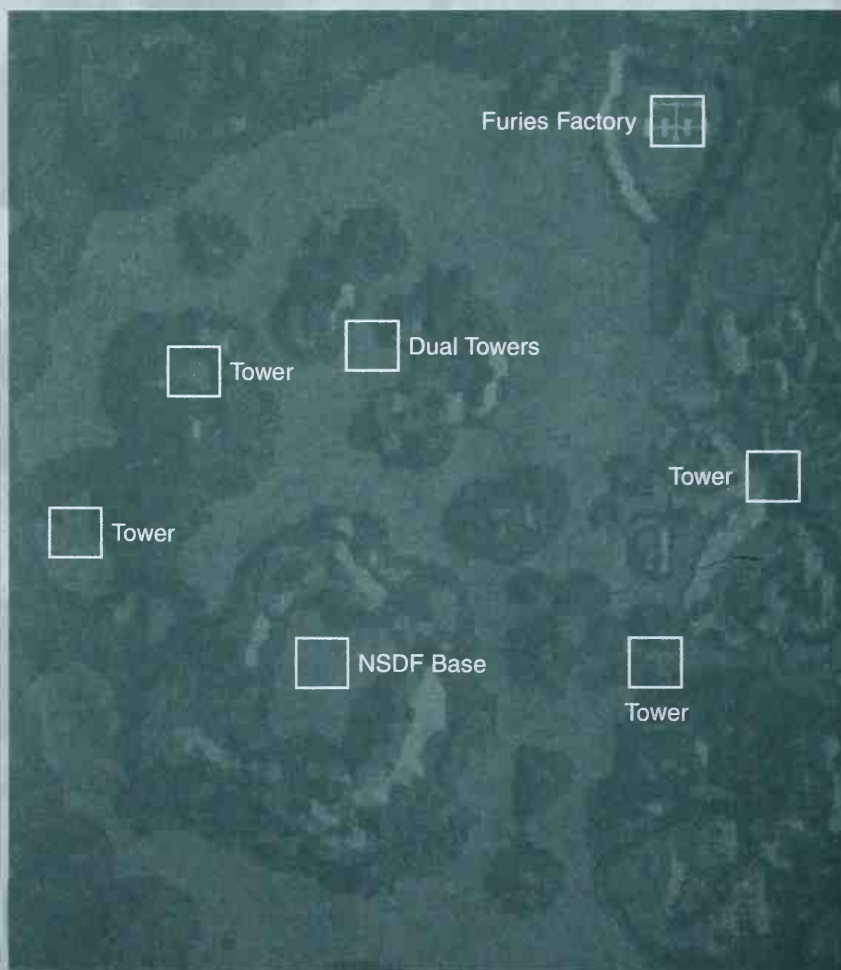
MISSION WRAP-UP

You did an excellent job of destroying the Furies' production facility. There is no honor that we could bestow on you that would fairly reward your heroism.

Nonetheless, a few of the Furies have escaped from Titan and have set up a huge factory on a small moon orbiting Uranus called Achilles. We have no choice but to track them down and destroy them.



MISSION 16





MISSION BRIEFING

NSDF UPDATE

You establish a base for your platoon and destroy the Furies factory. You must stand alone against them since we've lost the bulk of our forces on Titan. You are our last hope. Good luck.

MISSION OBJECTIVES

- 👁 Take out all the power towers and disable the mine field.
- 👁 Destroy the Furies' production factory.

ENGINEERING REPORT

You will be piloting a Wolverine rocket tank. You will have the Recycler Texas at your disposal. You'll also have a MUF, an SLF, a Construction Rig, and two Razor Interceptors.

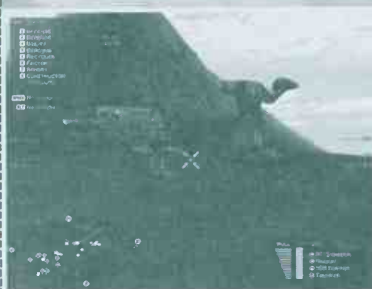
WINNING THE MISSION

This is one of the longer missions in the game, despite the straightforward overall objectives. You simply have to build up a sizable offense, take out all the towers (which will destroy the minefield), and then decimate the Furies' factory.

First, set up your Recycler and Factory at the location where you start the mission. Obviously, you'll want to build a Scavenger immediately to start collecting scrap. Use the turrets you're given to protect the Recycler. Go toward the entrance of the crater-like base you have, and get the Construction Rig to build two S-powers and Gun Towers right where the entrance begins to slope.



TIP: Try to leave plenty of space between the Towers so that you don't block the entrance.



While all this is going on (it isn't the fastest process in the universe), crank out fairly mobile offensive units, such as Bombers and Tanks. Once you've got at least eight of them (including the Scouts), head out for the closest tower. You should also have the Armory follow behind, as you'll want to set it up when you find a geyser.

Each tower has at least one Fury protecting it (if they don't move from guarding the tower to come over and attack you). Simply send your troops to attack the Fury. Once that's done, send them to attack the defenseless tower.



WARNING:

When attacking anything with so many offensive units, try to avoid getting caught in the crossfire. There's nothing more upsetting than dying from friendly fire.

After the first tower is destroyed, you'll notice that there'll be a geyser where once there was a Fury tower. Now your Armory will come in handy, so simply get it set up on the geyser to dispense valuable supplies when the confrontations get brutal.



Continue on your merry way, taking out towers and Furies as they come up. Eventually, you'll reach an area with two towers, which means that there are two geysers here. After you've taken them out, relocate your Armory and Factory here. This is relatively closer to the Fury factory, so reinforcements and supplies will come that much more quickly. This is also a fantastic site for scrap, so bring your Scavengers and Constructor over here and build a scrap silo.



TOP: Silos are quite important, so don't hesitate to build some where you find a lot of scrap.

Ideally, you should set up a Gun Tower here as well—a lot of Furies will try to attack this second base. Now is a good time to start rebuilding your lost offensive units with the cash crop of scrap here.

Eventually, you'll have taken out all the towers and you'll be ready to attack the Factory. Bring all your forces over in that direction, making sure to take a route that can be traversed easily by your units. Send them to attack all the Furies they encounter along the way.

Destroying the Fury Factory is actually quite simple once you've taken out the Furies protecting it. Just don't attack the four main factory buildings, as they're made out of the new bio-metal that can't be harmed. You have to send everyone to attack the three power converters behind them. Once they're destroyed, the factory will blow up.



MISSION WRAP-UP

After you destroyed the power relay units, the factory overloaded and was destroyed. The remaining Furies are all retreating and moving to the north. Sky Eye is trying to recon their destination. Shortly after the destruction of the factory, massive tremors began to rock the surface of Achilles. NSDF scientists are trying to determine a reason for this sudden seismic activity, but they believe that the Factory you destroyed was tapping directly into the core of the moon for power. Its destruction has caused a backlash in the core that could cause the moon to explode.

The tremors have progressed to the point where General Collins has ordered a full evacuation of Achilles. Your platoon, however, has just received orders to remain on the surface to deal with the remaining Furies that are attempting to run for another planet.

MISSION 17



CCA Transporter

NDSF Base



MISSION BRIEFING

NSDF UPDATE

You will take a small number of forces to destroy the Furies' transport and return to the dust-off site before the moon explodes.

MISSION OBJECTIVES

- 👁 Destroy the Fury transport.

ENGINEERING REPORT

You will be piloting a Grizzly assault tank. You will have the recycler Texas at your disposal. You'll also have a MUF and two other Grizzly assault tanks.

WINNING THE MISSION

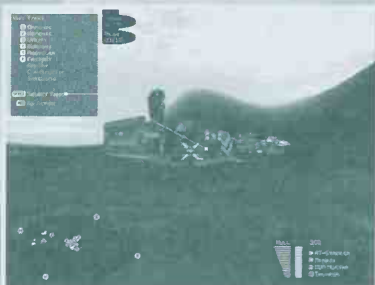
You've worked for countless days to get to this point. While you might be expecting some involved and complex mission similar to the ones you've played earlier, the objectives here are fairly simple, given that you act quickly.

Start by having your Recycler produce two Scavengers to start gathering scrap. Then build at least three Turrets and as many offensive units as you can.



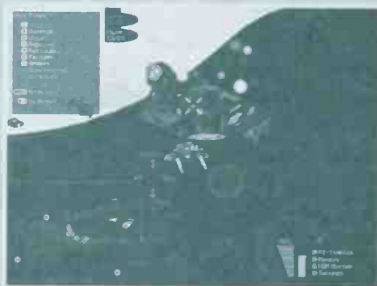
Place the three Turrets around your Recycler to protect it from later attack, and concentrate on building Bombers and especially Tanks. You should also strongly consider building an Armory to send supplies to you when you're attacking the Fury transport.

NOTE: You'll need to build an SLF so that if you run out of ammo attacking the transport (it takes a lot), you'll have a way of getting supplies delivered.



Once you've maxed out on offensive units, decide whether to take the northern or western routes. The northern route is difficult for you and your troops to negotiate and can be quite frustrating. However, it's a quicker path than the western way. If you take the northern route, be prepared to tackle at least three Furies along the way.

If you choose the western route, be sure to take two additional Turrets with you. The western route will turn north to head toward the transport. Once it does, you'll see a fork that heads west; this is where you'll want to place the two additional Turrets you brought with you to cut off Furies coming up that pass. If you don't, they'll catch you from behind on your way to the transport.



Once you're at the transport, move quickly to destroy each of the thrusters (just like command instructed you). Don't even bother trying to destroy the main body of the transport. It is made of the new bio-metal that can't be blown up. Merely select all your troops and start blasting away at a particular turret



TIP: While all this is going on, you should have the Armory send its ammo and repair packs, just in case everyone runs out of ammo.



You'll need to take out all four thrusters before you get your next orders. Just be sure to take them out quickly—if you dawdle too long, you'll get word that the Furies overtook your base and destroyed the Recycler, thereby ending the mission.

Once the thrusters are all taken out, you'll have exactly three minutes to get back to base, or you'll be left behind.

While you can tell your troops to report back to base, don't wait for them! It's every man for himself, so get back to base ASAP. Once you have, you've completed all the Stars And Stripes missions.



ССА



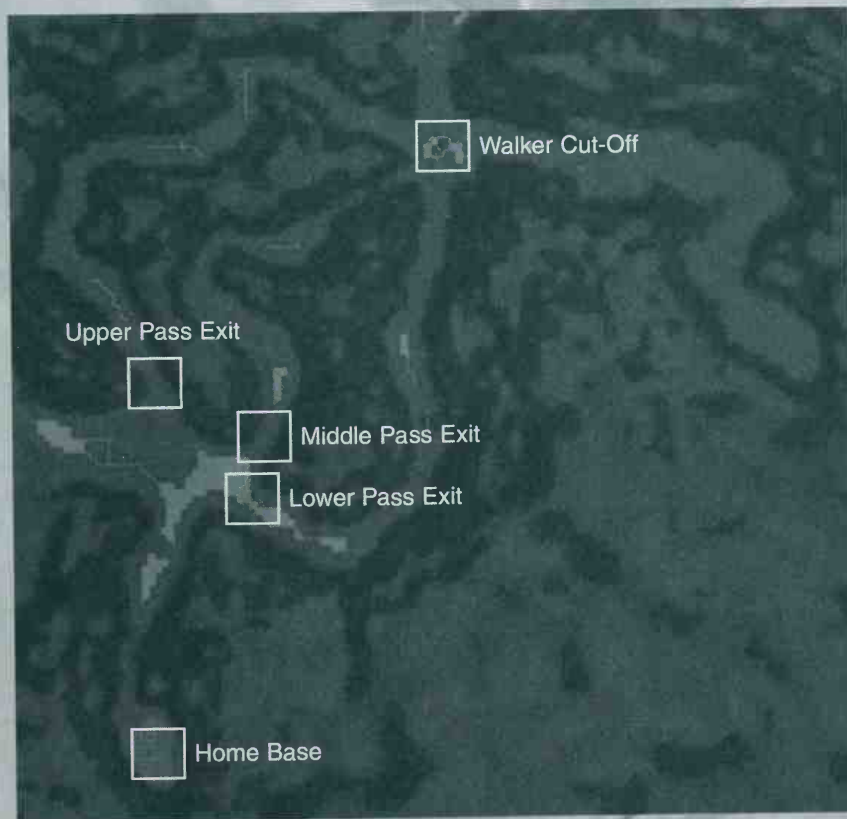
ГВАРДИЯ

Mother Russia is satisfied with your progress, comrade, and we're confident in your ability to take down the Black Dogs once and for all. We've experienced some success so far, especially on the Moon. We know with your leadership, the success will continue. To aid you, our best strategists have put together the following text to maximize your probability of victory.

RED BRIGADE

MISSION I

RED BRIGADE MISSIONS



00:135

MISSION BRIEFING

CCA UPDATE

This campaign is suitable only for the experienced commander. The CCA has evolved their technology to an extremely high level, which will require extensive command experience in order to control and appreciate.

MISSION OBJECTIVES

- ❖ Set an ambush for and destroy the American recycler.
- ❖ Destroy the American attack outpost.

ENGINEERING REPORT

General Karnov has pushed professor Chestikov to speed the production of our new Golum mobile assault turret. We've dispatched Golums to monitor each of the three Canyon passes. As soon as the Americans commit their factories to one of the passes, re-deploy all of your assault turrets to destroy the moving forces. You must use the Golums to seal both ends of the canyons in order to keep the Americans from reestablishing their building facilities.

WINNING THE MISSION



The object of this mission is to destroy the American's heavily fortified Factory before they can destroy yours, which is a bit more difficult than it may sound.

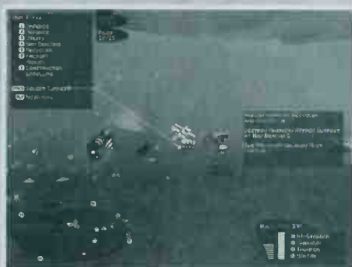
First, build a Scavenger right away so that you can start collecting scrap.

You'll now want to head up the river bed, bringing nearly all of your units (except your Walker) to the main clearing where all the passes converge. Set your Recycler to building a couple more Scavengers and a Factory, which you'll want to set up on the other geyser.

Prepare to ambush the American's Recycler by having your Factory produce as many offensive units as you can. Be prepared to move at a moment's notice.



TIP: Another solid idea is to build a Constructor so that you can have a scrap silo at your base.



Eventually, you'll get word that the Americans are on the move, quickly followed by information telling you what pass they're using. As soon as you hear this, move your Walker to the walker cut-off Nav beacon. Now get your Turrets set up just inside the exit of the pass that the Americans are heading down, and line up your offensive units behind them.

Soon, the Americans will come within firing range. Focus as much of your offense on taking out their Recycler, as it will no doubt beat a hasty retreat. You'll want to hold back a bit to let the Recycler's escorts engage the Turrets. If you're a skilled pilot, you should send all of your offensive forces to attack the Recycler while you handle what's left of the escorts.

NOTE: It's key that you don't let the Recycler get away.



Once the Recycler is destroyed, fortify the clearing with Walkers and Turrets. Place the Walkers facing the northwest so they can pick off the reinforcements that will come later in the mission.

Place Turrets at the middle and lower exits to pick off any units attacking your base from the American outpost. Then build offensive units and head into the base, picking off enemies as you encounter them.

Naturally, you'll want your offenses to tackle the power supplies first in order to cripple the gun towers. Then destroy the MUF and the silo to completely wipe out the Black Dogs.



TIP: Consider bringing in a Howitzer to shell the power plant from a safe distance before moving offensive units in range of the Turrets.

MISSION WRAP-UP

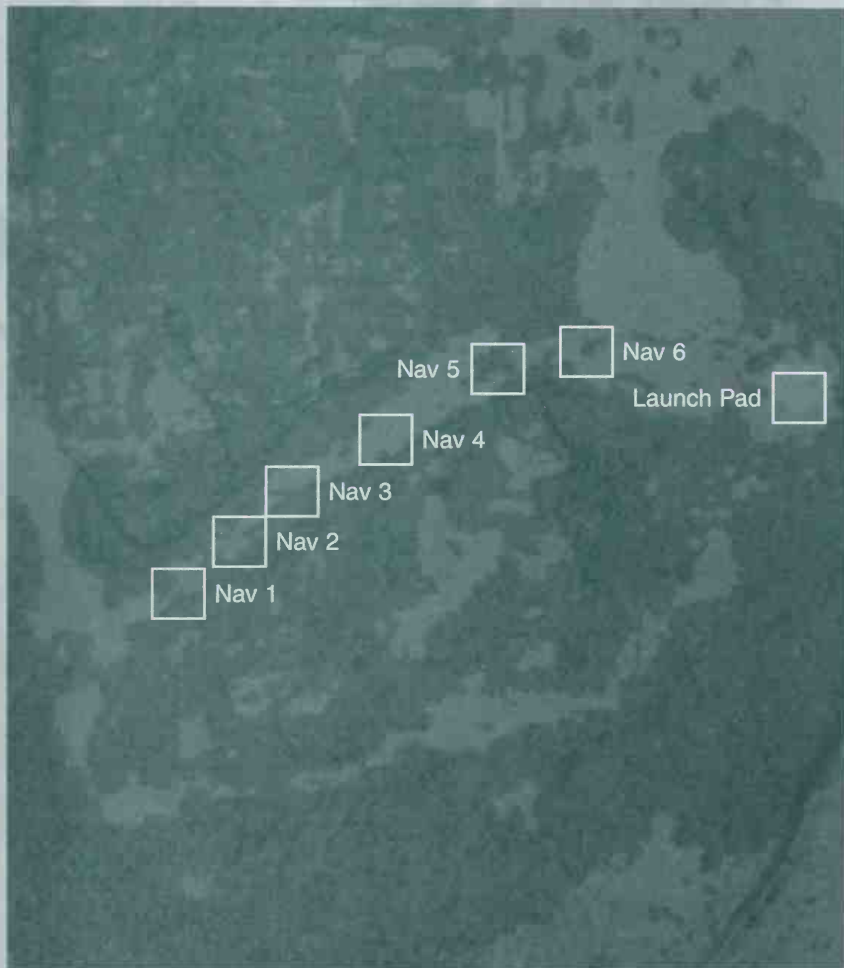
Good job on the eastern front, comrade. While you succeeded in controlling your area of the assault, other less capable comrades did not fare as well. We've done away with these feeble individuals and are now counting on you to help us retain the technical superiority that we've achieved.

Venus has served well as a key strategic research center for us since our forces on Mars located, claimed, and barely escaped with a Cthonian flight log database. Our great find has allowed our scientists to develop the advanced weapons and vehicles that you've seen. But the planet is no longer safe for such delicate research.

The General has ordered us to evacuate all key personnel from Venus to our stronghold on Titan. You will play a key role in accomplishing our goal, comrade.

MISSION 2

RED BRIGADE MISSIONS



MISSION BRIEFING

CCA UPDATE

The People's 6th will escort the alien flight log database to our southern launch facilities, drawing the American forces in that direction. Karnov feels the Americans will try for the flight log. But that is not the real prize. We have already obtained all the answers we need from it. The real prize is Professor Chestikov and his science team. We have a separate convoy carrying Professor Chestikov and his scientists headed toward another launch pad to the north-east. Chestikov must continue his work on Titan and prepare for the arrival of the Fury relic.

MISSION OBJECTIVES

- ◈ Escort Professor Chestikov to the launch pad.

ENGINEERING REPORT

You will be piloting a Czar battle tank. There are seven wingmen assigned to aid you in your escort mission. They include five Czar battle tanks and two Flanker scouts. The scientists are aboard three Armored Personnel Transports (APCs).

WINNING THE MISSION



This is an escort mission of extreme importance. Failure will not be tolerated. It is of vital importance that you make sure that the three APCs make it to the launch pad with little incident.



You'll receive new instructions after the Americans have shown their true colors and refused our surrender. You'll need to have your groups attack the other two incoming units as soon as they come into radar.

At this point, you will have three choices as to the route to take:

You can A) take the route laid out by the nav beacons, B) go directly south and try to cut behind the mountains which follow the southern route of the pass, or C) go north and try to sneak around the mountains that border the northern edge of the nav route.

Because of the number of overwhelming units there, as well as terrain that is barely passable, it is strongly recommended that you not attempt to go with option C.

If you choose plan B, skip to the next italicized passage. If you choose to go with plan A, continue reading:

Organize your units into either three or four small groups (depending on how many you have left), then proceed to advance to each successive checkpoint.

TOP: While you can indeed order the Transports to go directly to the launch pad, it is highly unlikely that they would make it there without close supervision. Whatever you do, just take it slow and don't lose track of your Transports.



Ideally, you and your troops should scout ahead, checking out the terrain and looking for the cowardly Black Dogs lying in wait to destroy our mission.

Once you get to the second nav beacon, four Black Dogs will come from the mountains to the south. Quickly order each of your small groups to pick one up.

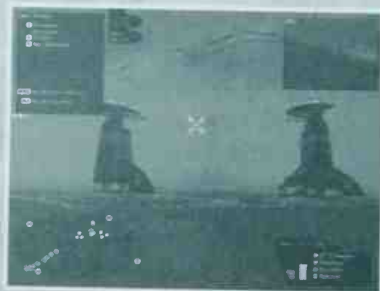
Then join the fight yourself. If your Transports are headed directly to the launch pad, you should stop them.



After you've taken care of the American forces, begin to move along the route again. You'll get word that there's artillery in the area, so you'll need to order your small groups to go attack them. There are objectives set on the artillery, so you need only select the group you want to send, point the reticule on the objective until it turns red, and hit the space bar.

Immediately order your Transports to follow you, as you need to keep them on the move or they will be shelled to death. Simply blast a path for them through the center of the mine field the Black Dogs have laid in your path.

Once all of the Transports have cleared the mine field, order them to head straight to the launch pad and recall all of your offensive units to join you. Follow the Transports and pick up the attacking units that come in southwest of the launch pad. Once the Transports reach the launch pad, the Black Dogs will retreat.



If you decide to go with Plan B, here is what you need to do:

Stay far to the south of the mountain so as not to alert the main platoon waiting there. You will run into a security net they have laid there which runs north to south. If you try to get

through without taking it out, the platoon will swarm down on you.

Order the convoy to stop some distance back, but not too far back (200-150 meters is a good distance). Now, slowly move up until you can just barely see the camera, then shoot it out. Quickly move to the one that was next to it and shoot it as well. Then move your convoy through as fast as you can.



TIP: Be careful that your units go through the area you have cleared, or all your efforts will be for nothing.



Soon after you take out the net, the Black Dogs will send Scouts to investigate—an event you do not want to be around to witness. Once you're through, move quickly to the launch pad. However, it will not be long before the Americans are once again on your tail. Use the small group technique described earlier (for plan A) to pick off any attackers before they get close to the Transports. Once at the launch pad, the mission is a success.

MISSION WRAP-UP

Congratulations on a job well done, comrade. The war is moving on, and your new orders are most important to the overall success of the CCA's mission.

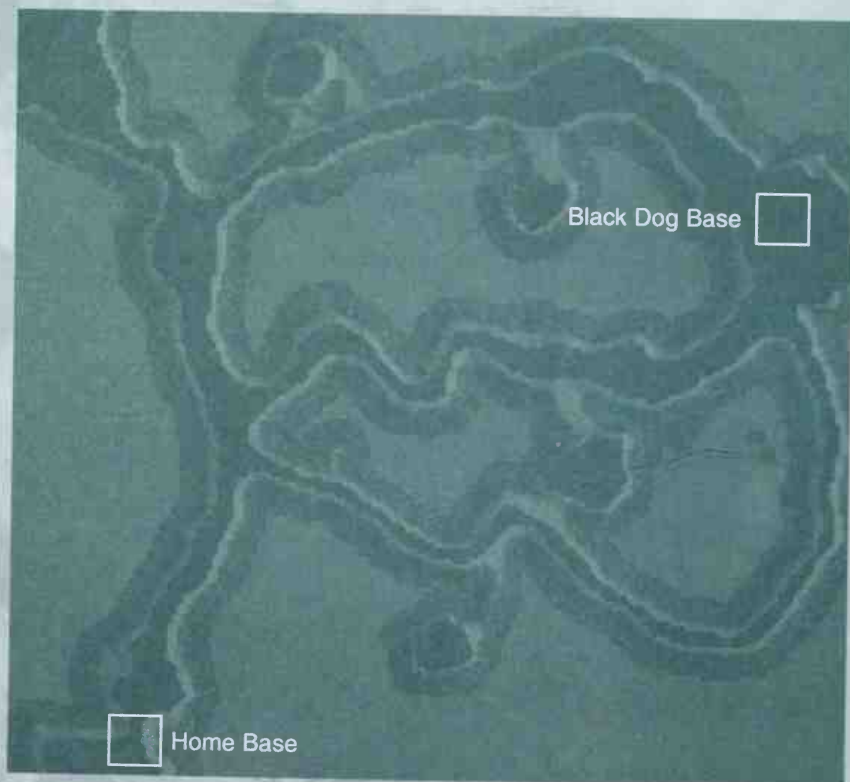
NSDF and CCA forces have simultaneously discovered the valuable Fury relic on Io, and we're now in a race to capture this strategic asset. The relics are located in the middle of a lava plain to the south, and the NSDF forces have broken into two groups in order to take the area.

The main force is currently moving in to capture the relic, while a secondary force, called the "Black Dogs," has taken to harassing our positions in a seemingly random fashion. The Black Dogs have become a serious problem. They do not seem to move in conjunction with the rest of the Americans, and their tactics are brutal and merciless. Their attacks have stopped our armies from firmly establishing bases of operations. The Black Dogs currently have the 6th Tank Battalion locked down and unable to advance to their next position.

You have immediate orders to free the 6th Battalion.



MISSION 3



MISSION BRIEFING

CCA UPDATE

Take a squadron on a mission to free up the 6th Battalion. Karnov believes that the Black Dogs will retreat to their outpost if it is threatened. You must eliminate the Black Dog Recycler and then escape before they cut off your retreat.

MISSION OBJECTIVES

- ❖ Destroy the Black Dog Recycler.
- ❖ Avoid detection while en route the outpost.
- ❖ Return to our base.

ENGINEERING REPORT

You will be piloting a Grendel bomber. You will have four additional Grendel bombers at your command.

WINNING THE MISSION

Compared to the last mission, this one should be piece of cake, comrade. You merely need to quickly get to and infiltrate the Black Dogs' base, destroy their Recycler, and get back to the home base. The trick is in avoiding a battalion of mobile American forces that greatly outnumber your small contingent.



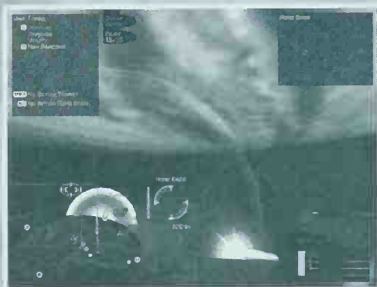
As you head out, you'll come across three different routes: a lower, a middle, and an upper route. Unless you're feeling particularly suicidal, avoid taking the lower route—while you won't encounter much resistance, there are mines and it takes too long.

Taking the upper or middle route, you'll eventually come across a patrol heading your way. As soon as they show up on

the radar, you should hide everyone in the one of the volcanic formations (the little inlets) off the beaten path to avoid detection. Once the units have passed, continue on toward the outpost.



TIP: Yes, it is possible to fight the Americans, but you will take on far too many casualties to make it worthwhile—even if you do survive.



As you're taking out the turrets, order your Bombers to take out the solar arrays at the same time. Once the gun towers are crippled, take out the Recycler.

No matter what route you take, there will be turrets guarding the entrance. You'll need to take them out.



Now you need to head back home, but you need to do so very quickly. Otherwise, you'll encounter the American patrol on its way back.



MISSION WRAP-UP

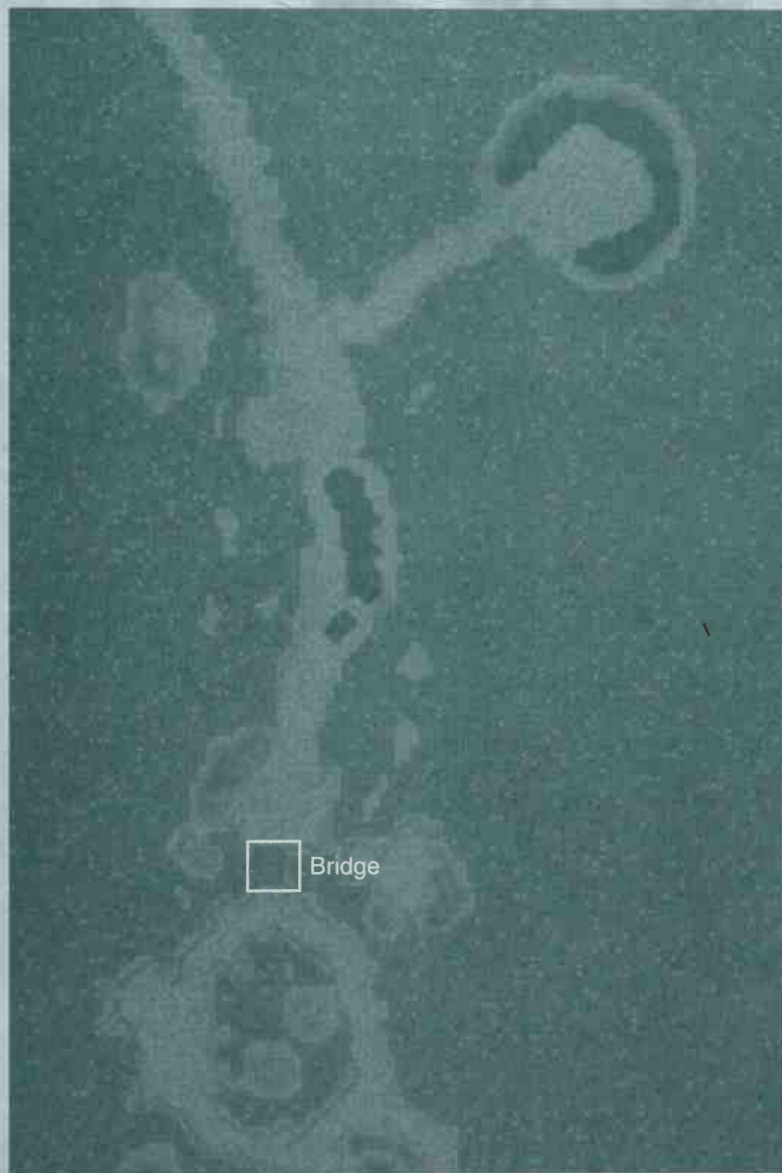
Good work rescuing the 6th Battalion. Your heroics have saved a lot of men.

Our armies have succeeded in capturing one of the Fury relics, and we are planning to move it to our stronghold on Titan. Once there, our engineers will learn to mass produce this amazing weapon, and we will move forward to destroy the Black Dogs and the rest of the NSDF.

You will lead the team assigned to escorting the relic.

MISSION 4

RED BRIGADE MISSIONS



Bridge

MISSION BRIEFING

CCA UPDATE

You must clear a path for us to move the Fury relic to our launch pad. In order to reach this destination, our path must cross a bridge that is currently controlled by the NSDF. You will be responsible for ensuring that both sides of the bridge are cleared.

Good luck, comrade.

MISSION OBJECTIVES

- ❖ Clear a path to the launch site.

WINNING THE MISSION



Again, this mission is fairly straightforward, comrade, but you only have a certain amount of time to carry out the main objective—seven minutes to be precise.

Immediately set up your Recycler and build two Scavengers to begin gathering scrap. Have your Recycler build wingmen as you continue to gather scrap, defending against the occasional enemy who tries to infiltrate your base.

TIP: If you're quick with your fingers, you should build a Factory so that you can have more durable fighters on the way to the bridge.

Once the Scavengers have completed the task of collecting all the scrap in the area, recycle it



and try to get another Fighter out of it before ordering it to pack up. Now quickly lead all your units to the bridge, wiping out the Scouts you'll encounter along the way.



Once you get to the bridge, take out the Howitzers around it. You'll have to jump to get to one of them, or you can use your own artillery to reach it. If you jump to the artillery piece, you may want to eject your way back to make things easier.

Once you've taken care of all the American units in the area, set up your forces to defend the bridge, being careful not to continue on to the NSDF base, which is well guarded by Gun Towers. Once the Transports have crossed the bridge, the mission is considered a success.

NOTE: Defending the bridge is one of your most difficult tasks, as the transports are quite a way off, and keeping the enemy at bay waiting for the Tugs to show up is no small order.

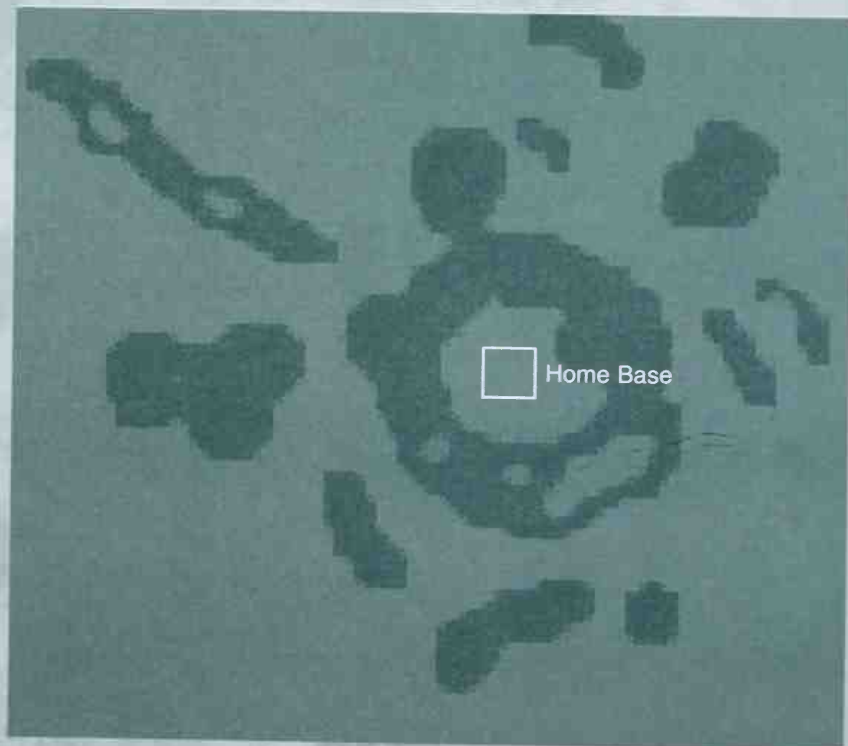


MISSION WRAP-UP

Excellent job, comrade. We have managed to get our Fury off of Io. Our engineering teams on Titan have begun to work with the relic. They are amazed at the power of the weapon system and believe that we will be able to crush the NSDF once we master this new technology.

You have immediate orders to proceed to Titan, where you will protect our engineering teams while we develop our fleet of Furies.

MISSION 5



MISSION BRIEFING

CCA UPDATE

Welcome to Titan, comrade. We have a situation that requires your immediate attention.

The Liberty has moved into orbit around Titan and dropped the Black Dogs on the moon's surface. While our base is well fortified and the Black Dogs do not present a significant threat, command would like you to neutralize them. They have been shadowing our engineering teams, and we fear that they're trying to eliminate our research and development capabilities.

Members of the Black Dog squadron have established themselves in the high ground above our base. They're armed with sniper rifles and have already killed some of our engineers. Our engineers are now frightened and performing below expectations. They have recently moved artillery into the area, and we've since been subject to constant shelling.

MISSION OBJECTIVES

- ❖ Eliminate the Black Dog outpost.

WINNING THE MISSION



While the overall mission objective is to eliminate the Americans' outpost, you're going to have more immediate concerns at mission outset. You need to quickly get to the top of the ridge and take out the Howitzers, Turret, and Walker that are shelling our base. Ideally, you should go past the Walker and then make short work of the Howitzers.



TIP: It's best to attack the Walker last, and from behind, as running up to it and firing will just cause it to fire back at you—and hard.



Once you've handled that immediate threat, you need to concentrate on building up your base's defenses by building more Gun Towers, laying mines, and amassing a sizable offensive. You need to be prepared for a series of wave attacks by the American foe.

Eventually, you'll get word that an NSDF Recycler has been identified. Take all the offensive units that you've mustered and head over to destroy the Recycler.

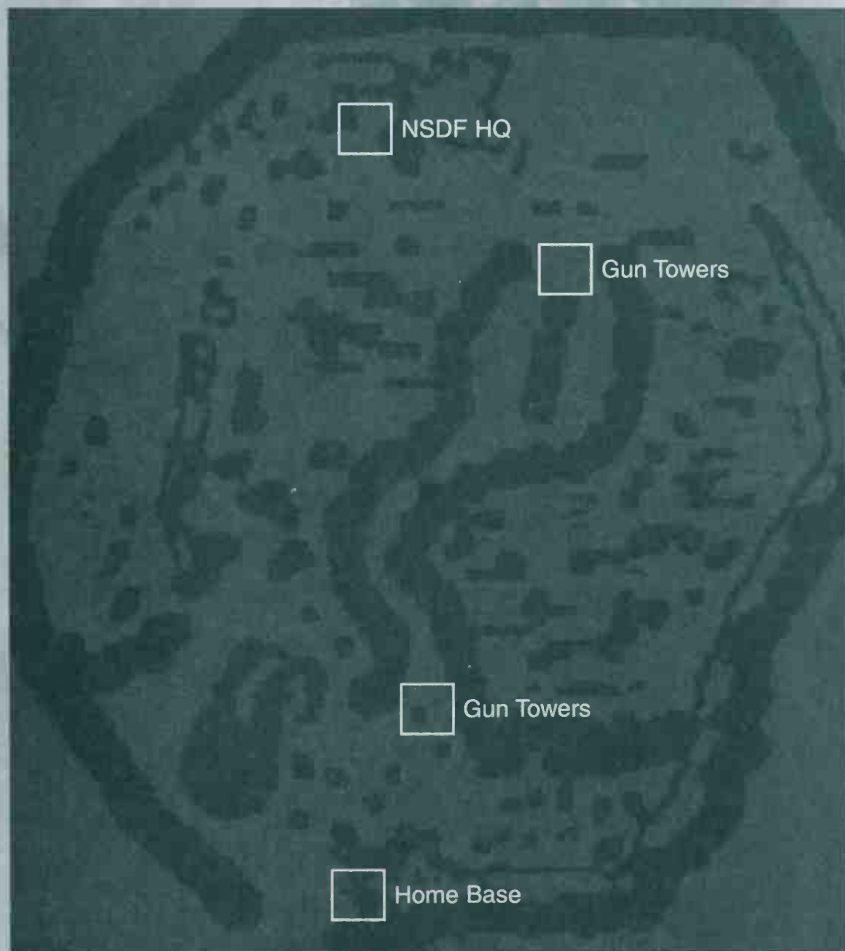
MISSION WRAP-UP

Good job clearing out the Black Dog outpost, comrade. You've comforted everyone in our base, and the people are performing as expected.

Stand by for further orders.

MISSION 6

RED BRIGADE MISSIONS



00:153

MISSION BRIEFING

CCA UPDATE

In order to eliminate the Black Dogs once and for all, we are preparing for a full assault on their main Titan base. The Black Dogs have heavily fortified the canyon rims. They've also mined the canyon floors. We are counting on you to clear a path to their base through the canyons. Once we have an open and safe route, we will march into their base with the full might of our mobile assault turrets and destroy them for good.

MISSION OBJECTIVES

- ❖ Clear a path to the Black Dog Base.
- ❖ Destroy the base.

WINNING THE MISSION

Dealing with the Walkers can be a mind-numbingly slow process, but they prove extremely handy in this mission. You need to penetrate the Gun Towers and mines that stand between you and the American HQ, and then destroy it.



As soon as you begin the mission, deploy your Recycler at the nearest geyser and have it build three Turrets. Place them strategically around the Recycler to serve as a defense.

Now head toward the Nav point with the Walkers behind you, and jump ahead to take out the mines as well as the Turrets. While you might think it's not a good idea to send for the Walkers until you've cleared the path, it takes them so long to get anywhere, you might as well have them follow you right away so that when the

path is clear, they'll be ready to start taking out the L-Power source. You should avoid trying to take out the Gun Towers yourself—that's a task better left to the Walkers.

TIP: Like in earlier missions, the best way to take out the land mines is by repeated thumping.

Fall back and let the Walkers take out the power source. Once that's done, go ahead and lead them to the Nav point. You can also have your Recycler build a Scavenger to clean up the new scrap that you've been making.



Now you begin your long trek through the canyon until you come upon the next outpost with two Gun Towers and a power source.

Do as you did with the last one, and send the Walkers in to crush them fairly easily. Now time is of the essence. Quickly get to the HQ before the Black Dog forces are able to destroy your Recycler.

There's a slope to the side of the base that your Walkers can successfully negotiate. Depending on how damaged you are and how much ammo you have, taking out the base (after you've taken care of the turrets) is a relatively easy task.

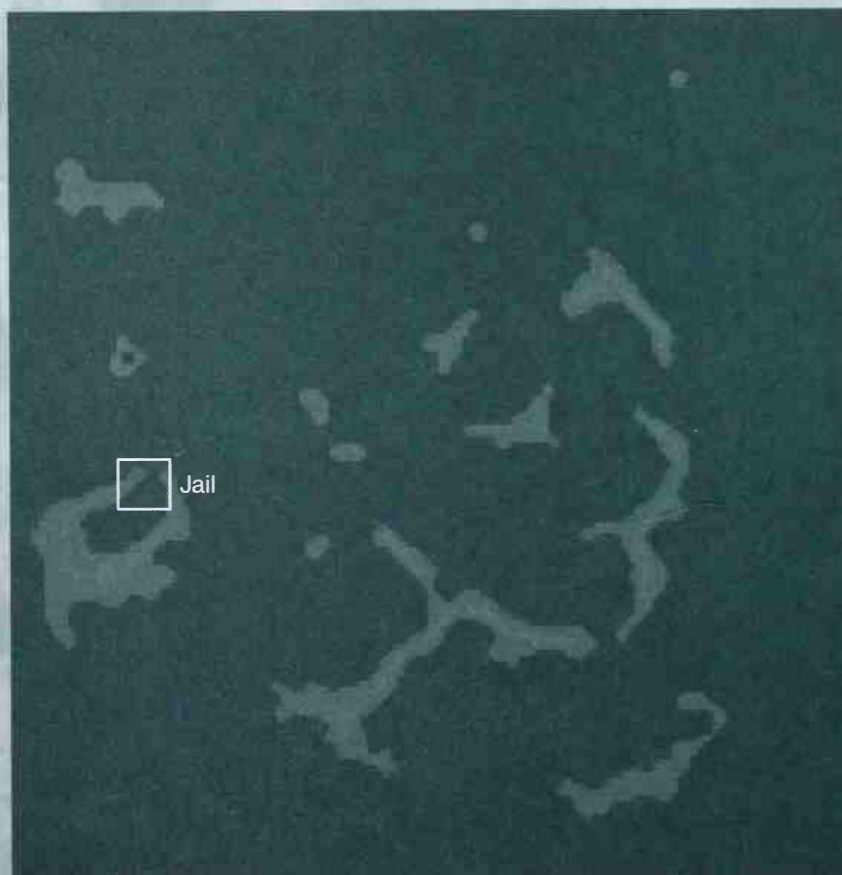
MISSION WRAP-UP

Good job, comrade, but we have some bad news. Former General Smirnovitch was tricked by the evil Black Dog battalion. While your team was heroically destroying the capitalist pig base, the Black Dogs were maneuvering around our flank to attack our research facilities. They now control our entire Titan operation and have begun torturing our engineers in order to get them to talk.

We must act swiftly. You are to report for immediate action. You must reclaim our lost base and save our engineers.



MISSION 7



MISSION BRIEFING

CCA UPDATE

You are our only hope for reclaiming our Titan base. The Black Dogs are holding our engineers in our own jail. You must break into the jail facilities and rescue our Comrades.

MISSION OBJECTIVES

- ◆ Take the APC to our base.
- ◆ Destroy the jail.
- ◆ Rescue our comrades.

WINNING THE MISSION

Things start off promisingly enough: a simple rescue operation which will send you by yourself into enemy territory, but you'll be aided by reinforcements. Unfortunately, those reinforcements never come and you're left to your own devices to find a way to succeed.



The first thing you need to do is merely escort the APC to the jail, making sure not to attack anything on your way. Otherwise, they'll know you're coming and be very prepared for your arrival.

Once you're in enemy territory, be sure to park the APC as close to the jail as possible, preferably right at the front door. While trying to avoid enemy fire, blow up the jail. If you listened and parked the APC nearby, the prisoners should embark almost immediately, giving you an even better chance at beating a hasty retreat.





TIP: In getting away, merely head back the same way you came, to the north and then head southeast.

You'll now be given the task of finding the three main lost items: a Unit Factory, a Scrap Silo, and a hidden Supply Hangar. To quickly locate these goodies, follow the old CCA roads which are laid out on the Titan riverbeds.

It's very important that you keep the APC with you in your search, as the engineers will prove useful in actually piloting the things you're going to need, such as the Factory.

After you've found the hidden Supply Hangar, you'll now have two Scavengers at your disposal. Take them with you to the Silo and start collecting scrap.

TIP: Don't worry about losing units, just keep that APC alive.

Your goal is to try to figure out a way to get back that captured Recycler. The best way to do it is to show a bit of initiative by positioning the APC with the engineers near your Recycler. The best way to do that is to come at the base from the southwest, as there's a passageway to the west of the NSDF base.

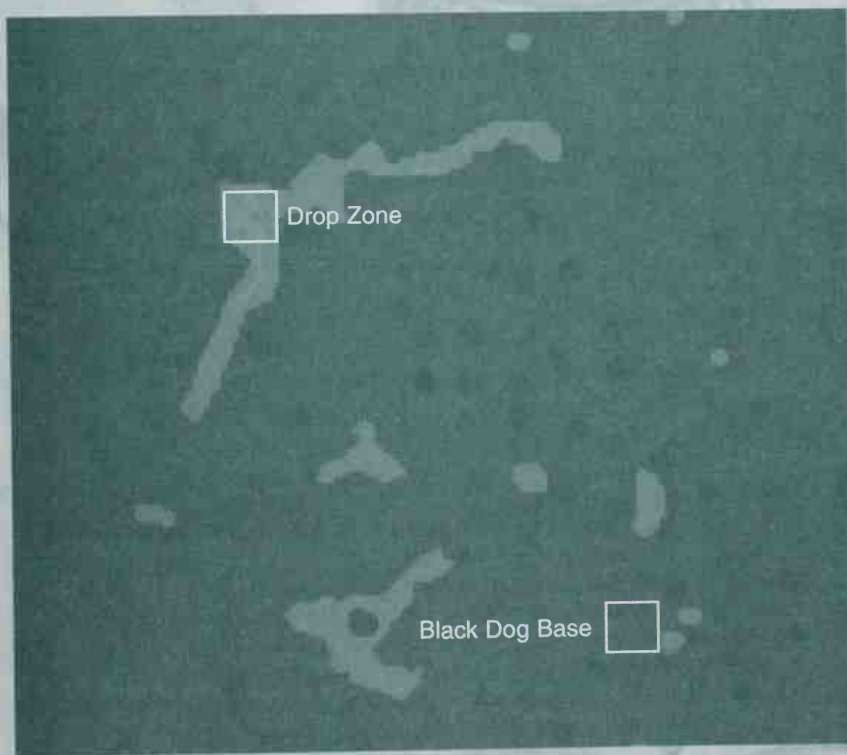


MISSION WRAP-UP

Congratulations on reclaiming our base, comrade. The Black Dogs are on the run, and our forces are hunting them down. We detect that the American destroyers Freedom and Justice are moving into orbit. Prepare for additional attack waves.

MISSION 8

RED BRIGADE MISSIONS



00:159

MISSION BRIEFING

CCA UPDATE

We have an additional problem with the SAVs that we activated in your last mission.

Thanks to your courageous rescue of our key engineers, we have once again reestablished a foothold on Titan. The time has come to punish the arrogant Black Dogs for the pain they've caused our fallen comrades.

MISSION OBJECTIVES

- ❖ Destroy the Black Dog Recycler and Unit Factory.
- ❖ Eliminate all American resistance.

ENGINEERING REPORT

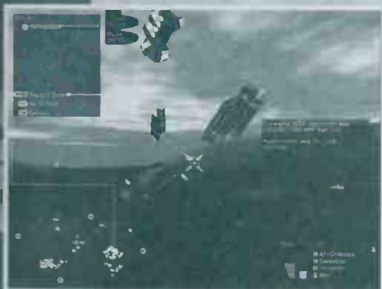
Chestikov and his science team have deciphered and mastered the Fury technology. Thanks to his efforts, you now have the highest level of weaponry, the Fury unit, at your disposal. Your unit factory is now equipped to produce these devices. Let us send a message to all of the Americans by wiping out every last member of the Black Dogs.

WINNING THE MISSION

It is time to harness the power of the Furies and wipe those Black Dogs from the surface of Titan once and for all.



After setting up your Factory and Recycler, build a Silo to the east, where there is a large scrap field to be had.



Naturally, you'll want your Recycler to construct several Scavengers. Dispatch them to this rich area so that you can quickly build up a sizable offense. Your main goal for now is to stop the NSDF Unit Factory from taking the center, so stop whatever resistance you encounter.

TOP: You're battling for control of the scrap, so concentrate your efforts on taking out the NSDF Scavengers whenever possible.

Set up some defense to help control the scrap and protect your units that are working diligently to collect it. Considering you no doubt already have a Constructor from building the Silo, you may as well have it erect a couple of Gun Towers.




Again, the key is not to concentrate too heavily on defensive units. The NSDF is more concerned with controlling the scrap fields and won't attack your Factory too often. Worry about utility units that the NSDF has in the field.






Once you've mustered a sizable and healthy offensive front, go ahead and attack the Black Dogs' base, being sure to concentrate on the power supplies, then on the Recycler and Factory. Once those are out of the way, you'll be ready to wipe out any American resistance that may still be here on Titan.





In these war games designed to hone your skills, we've pitted you against some of the best strategists and dogfighters that the NSDF has to offer. As you know, Battlezone requires a cool head to keep you from losing your own butt in the heat of battle. On top of that, you always need to be thinking of the rest of your troops no matter how many enemies are barreling down on you.

Following are all the techniques, tactics, knowledge, and dirty tricks that our brightest generals have learned throughout the course of this war. Study them, know them, and make them second nature. By doing so, not only will you no doubt save your own hide, but those of the many men you command.



MULTIPLAYER BATTLEZONE

CHAPTER 6



BASICS

The surest way to be good at multiplayer is to play the single player game. Single player play will introduce you to the units in the game, help you to master the control interface, and hone your combat skills.

But the most important rule to remember is simply keep yourself alive. While this is obvious, many have fallen trying to get too involved in the action. You're too valuable as a commander to be entering every huge melee during your campaign. No matter how strong your forces, you will lose the game if you get killed more times than the player Lives Limit.



Use the **Caps Lock** map to pick the strategic areas of the map that you want to control. Look for choke points, scrap supplies, and geysers.

Group your units with the **Control** key and map them to the function keys. This will allow you to stand back from the melees and command groups of units through the attack menus.

Learn to use your units effectively. Each unit in Battlezone is best suited to a particular style of attack or defense.

Learn the functions that the various units are good at performing and try to use them in that way. For example, APCs, with their heavy armor, are excellent at taking out base defenses and hitting soft spots like base power supplies.

Numbers count. Battles are usually won by the larger force. Try to keep your forces together, or bring them together at a particular point on the battlefield for a decisive action.

Only attack when you think you can win. Lost units near an enemy base will only give your opponent more scrap.

RESOURCE MANAGEMENT

Now let's go over the basics of resource management and the building tree. The Recycler is the "keystone" of the production facilities. However, unlike in single player mode, you don't need it to win the game. If you lose it, but you still have Scavengers and a Construction Rig, you still have an excellent chance to win the game. That is why I feel that Scavengers and a Construction Rig are your first pri-

ority in any multiplayer game. The first thing you should build is a Construction Rig, followed by three Scavengers. There are four invaluable things that the Construction Rig provides:

- Gun Towers
- Power Supplies (used to power the Gun Towers)
- Barracks
- Scrap Silo

This is not to say that you'll need all four of these in every match you play. Some maps call for a silo, some don't. But you'll need at least one of these four buildings during a match. The Construction Rig is vital to your success. If your Recycler gets destroyed, your Rig can build things that'll replace some of the lost functionality of your Recycler. For instance, a silo allows your Scavengers to collect scrap, a hangar repairs units, and so on. Therefore, you should destroy your enemy's Construction Rig whenever you can.

You may find it better to make a strong defense around your base so you can go out and fight without worrying about the base. Don't be afraid to sink some money into Turrets and Gun Towers early.

The next thing to build is a Factory. The units you'll find most effective in a fire fight are Tanks and Rocket Tanks. After the Factory, build an Armory. Once you have the Armory, double up on whatever weapon you have that has an extra hard-point. For example, if you are in a Grizzly, build an extra AT Stabber. If you are in a Rocket Tank, build an extra Image Shadower Missile.

OFFENSIVE TACTICS

Let's discuss units. As was mentioned earlier, the most effective offensive units are the American Tank or American Rocket Tank. Be sure to build lots of them.



The key to this game is grouping your units. Practice this technique in the single player version of the game. It *will* be the *major* factor in determining who will win a given skirmish. You need to be able to do two things well in order to take advantage of this feature: Firstly, you need to be able to quickly map units to one of the function keys. Practice hitting **1** on the keyboard (to bring up the Offensive menu), then hold down the **Control** key and press **1, 2**, and then **F1**. When you release the **Control** key, you will have

mapped offensive units #1 and #2 to the **F1** key. You can then command them as a group. When you want to issue a new command to this group, just hit **F1** and then command them. Using this function gives you speed and control.

Ideally, you should group your units into small groups of two or three, being sure never to leave a unit by itself. This way you can order all units to attack multiple targets very quickly. When you do this to an AI unit, it gets very flustered because it wants to evade when it is getting hit. When two units attack it, chances are, it'll be taking a lot of hits and will stop firing to evade. If it is the player getting hit, chances are, he will also start to evade because he realizes it's two on one. Once a group states that it has destroyed a target, Don't reassign it right away. It will pick up a new target on its own. Once all the groups have reported success, take a moment to regroup, then reassign them all to new targets.

Here's where grouping becomes key: When you've mapped units into a function key and you call them up by hitting that key, you will see an important menu. The two most important items on the menu are **1** (follow me) and **3** (attack). *Follow me* keeps your units close to you, but they will attack a target that is nearby. This feature is helpful in keeping your units from running off and following an enemy into a bunch of Gun Towers. It's also a way to order a quick retreat that you will lead.

The *Attack* key, when pressed, brings up a list of all targets in your radar view. You can then see what's around, prioritize your targets, and then send the unit off. Do the same for as many groups as you have. Be prepared to remap your units as you lose them in battle so you have them working as efficiently as possible. You cannot be expected to succeed against a skilled opponent if you just tell your guys to follow you and then rush into battle. Your units won't be able to get out of their own way against an organized attack.

Another important thing to remember is to not rush in first. Order your men in and then follow. This draws fire away from you and does not reveal which craft you are in. A motto you should keep in mind is "Act like the AI." When you practice in single player, note how the AI behaves in battle. If you can remain anonymous and can spot the opposing player, you are at a huge advantage. Obviously, you'll be on the lookout for anyone who's strafing while firing at the same time.

Prioritize Your Targets

Knowing what to hit in what order is essential. Always take out the power source of a gun tower instead of the gun tower itself. Think about what would be the most crippling loss to a player when you call up your Attack menu, then take out that target first.

Always Kill Pilots

Do this especially if you suspect the pilot has ejected from an opposing player's craft. Watch pilots eject and follow them until they hit the ground. Run over them! Shoot them! Kill any pilot whenever you can! You never know when it's the player out of his vehicle. Even if it isn't, that's one less craft they can build without getting more pilots. Never just stand still when you see one. If it's a player, he may be trying to snipe you. When trying to run over a pilot, juke left and right with your strafe buttons as you approach. It's very hard to move side to side when holding the sniper rifle.



DEFENSIVE TACTICS

Turrets are the most basic defensive unit and often the most effective if you use them properly. The two things to remember when using Turrets are "field of fire" and "backup." Set up Turrets either with their back to a wall or very close to the thing they are defending so they can't be danced around. Set them up so that their fields of fire overlap. You don't want to give opposing players a blind spot to hide in while they take out your unit factory. Using Turrets to cut off a given route is usually ineffective. If the enemy gets by them, they're useless. Try to keep them close to the things you're trying to protect. Try not to have a Turret by itself by backing it up whenever possible. Turrets can be easy prey when they're alone.



Gun Towers are very effective but they rely on power, so be very smart when you're placing the power. Like the Turrets, you should try to have the power supply up against a wall or around a corner. Then, literally put your Towers right up against it. They then act as barriers so that enemies can't get to the power without taking out the Towers themselves. Force the opposing player to deal with your Towers first. You should also try to protect your power supplies with a couple Turrets if you feel they're still exposed. Consider building barracks around the power supply to really bury it behind more obstacles.

Lastly, have faith in your defenses. A well defended base will afford you the luxury of being able to go off on the offensive. If your base is well put together, you'll have plenty of time to return with your offensive units to assist in its defense if it falls under attack.

Buildings you Need

Barracks—These give you pilots. Build them early so you won't have to worry about it later. You'll eventually need them so get it over with and out of the way.

Silo—If you find your Scavengers are taking too long, build a silo. Don't worry about defending it. It's cheaper to rebuild it than to waste a turret or two on its defense.

Gun Tower and power—We went through this in *Defensive Tactics* (above).

Buildings you don't need

These buildings are helpful but not essential in multiplayer.

Comm Tower—This is for top down viewing.

Hangar—This repairs units that drive up and stay near it.

Supply—It's the same thing as the Hangar, except it replenishes ammo instead of performing repairs.

Weapons

The AT Stabber and the Image Shadower are the fastest, most effective weapons in the game. Double up on them, and you'll be nearly unstoppable.

Nav Beacons

Always Drop one Nav Beacon in your base (you'll need the armory to do this), preferably in the back corner, behind known defenses. That way, if you're off doing something and your Construction Rig is building something away from your base, you can tell it to go home quickly (by commanding it to go to the Nav). Or, if your scavengers are getting rocked, tell them to go to the Nav. Or, if your base is getting attacked and you want to send a few units home to assist but you don't want to lead them, just send them to the Nav Beacon. I'm sure you'll find other scenarios where a base Nav Beacon will come in handy.

Ejecting

When it happens, try to fly as far away from the battle as you can. Immediately order your closest healthy unit to come pick you up (you can even do this while in the air). If you can fly to high ground that you know a vehicle can't reach, go there and then sneak away later. What you learned earlier about hunting pilots may well be on your opponent's mind as well.

Scavengers

Group your Scavengers to a single function key. If one of your Scavengers gets attacked, don't necessarily defend it. If one of your Scavengers gets killed behind your lines, it may not be that important if you can pick up the scrap. And keep in mind that other players will attack your Scavengers to distract you or to draw you out.

If your Scavengers are driving toward a scrap field that your enemy controls, send them as a group back to the Nav Beacon by your base.

A good way to keep your Scavengers active is to build a scrap silo off to the side of the map. Put a Nav Beacon by the silo, then send a Scavenger or two to each silo. This will often allow you to continue gathering scrap even when the enemy is camped in front of your base.

Artillery

Put an Artillery piece on high ground near your base. This will allow you to safely counterattack forces that try to blockade your base.

When you need to take out Gun Towers, use Artillery to take out their power supply. Artillery can also be good against large groups of units. Finally, keep in mind that Artillery can be useful against Turrets and enemy artillery.

Repair

If you think a unit needs a couple units of ammo or repair and you don't have a supply building or hangar, recycle it. Recycling units is usually about as cost effective as repairing.

If the game looks like it may go awhile, build a supply depot and a hangar behind your lines. Drop a Nav Beacon as close to them as possible. When your units are damaged or need ammo, send them to the Beacon by the hangar or supply depot. This is a cheap way to regain strength.

Mobile forces

Always keep a mobile force of some Tanks and Rocket Tanks. In general, Rocket Tanks are better against vehicles, and Tanks are more well-rounded. Just make sure that you keep a vehicle of the same type with you so that you aren't too obvious of a target.

If you play NSDF, the NSDF Light Tank is very cost effective for your mobile forces. Keep bombers out of your mobile groups since they tend to clobber all your units with friendly fire.

Buildings

If you have time to build hangars, scrap silos and supply buildings, it's usually worth it. However, it usually isn't worth it to defend them. Also, if you get a chance to take out your enemy's buildings, use an APC instead of your mobile forces.

Use Gun Towers to defend areas that you know you will want to control the whole game. Build them in groups with more than one power supply so that they'll be tough to kill.

Walkers

A point to keep in mind is that CCA Walkers work better than NSDF Walkers. Walkers are good at defense but, unlike Gun Towers, they quickly run out of ammo. Therefore, if you build walkers, definitely build a supply building so that you can send them back for more.

Walker AI tends to be most effective in combat when they are walking to a point or standing still. Because they are so slow, you usually don't want to tell them to attack a particular unit.

APCs

APCs tend to be useful late in the game if the situation becomes more static. If you're attacking a base with Gun Towers, a good idea is to send the APC in first as a sacrificial lamb. Enemy units will fire at the APC, leaving you and your mobile force free to attack the Gun Tower's power source.

If you can get two or three APCs into an enemy base, they will often deliver a *coup de grâce*. Once a lot of soldiers unload by a building, they will quickly destroy it and move on to all the other vulnerable, non-moving targets.



Recognizing the Player

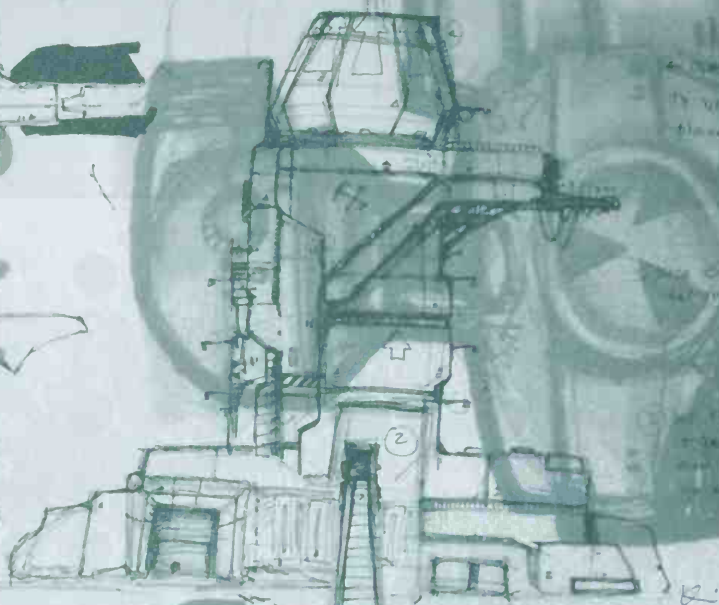
If a craft is strafing while firing or jumping on flat ground, it is being controlled by a human player. Watch to see if a unit is constantly switching targets, or moving very fast with a lot of precision through obstacles. If you study how the AI behaves in single player, you'll be able to quickly spot a real person.

When you see a pilot, if it's just standing still, it is most likely a player. Be very careful here, he could be entrenched and trying to snipe you. If the pilot is running a lot faster than the other pilots do, it is a player. The player's pilot Icon usually runs very fast compared to the AI pilots. This is because a player will use the turbo key while running. Consequently, you may want to use the slower speed while running so as not to give yourself away if your opponent is also looking for these signs.

While all this information will no doubt be useful, there's no replacement for real world experience. Go out there and apply what you've learned here, and improve upon it. The fate of the free world lies in your itchy trigger finger.

Soviet Launch Pad

Ammo



1 First the ~~truck~~/vehicle enters here, & turbo rocket casing over it, shooting into

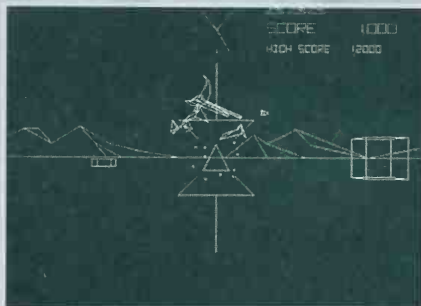
2 Spall-comp, wheel hole modulation

THE MAKING OF BATTLEZONE

CHAPTER 7

Battlezone...

Anyone who sought retreat from those hot summer days of youth in the air conditioned, electronic sanctuary that was the local video arcade no doubt remembers what many call the world's first 3D game.



Quarter after precious quarter, you peered through the periscope, hunting down vector-graphic enemies before they had a chance to hunt you, firing away and watching them explode into green polygons.

No longer is Battlezone a simple, slow-paced game of kill or be killed. Now, in this world of SVGA graphics and CD-quality soundtracks, it's as graphically glorious as it is intense. Far from being a mere

"upgrade" to the quarter-eating classic, it is the beginning of an entire new genre in the computer gaming world—the action/strategy game.

A game as complex and enthralling as *Battlezone* doesn't exactly happen by accident. In fact, it has taken almost two full years of intense development to create the game you have no doubt spent many a sleepless night trying to beat. While the seed of genius was originally planted in October of 1980 with the release of the original *Battlezone* by Atari, its current incarnation took a devoted team of visionaries, gifted programmers, and a company that was willing to break new ground while others were content to simply retread the same old territory.



An NSDF Turret Sketch

A Company, A Man, A Vision

About two years ago, Activision was still riding the crest of the *MechWarrior II* wave, which literally redefined the action genre. Around the same time, a new revolution was underway, and it went by the name of *Command & Conquer*. "C&C swept through our company like a firestorm," noted Andrew Goldman, director of the just released *Spycraft*, as well as *Battlezone*. "I think all work stopped for two months."



NSDF Ammo Bot

Not one to ignore a gaming addiction when it comes up and bites you on the cerebellum, Activision wanted to see if the two genres could be combined. Could they mix the intense action of a *MechWarrior* with the wonders of the real-time strategy found in *Command & Conquer*? Goldman, along with lead designer George Collins, went to work trying to see if such an idea was viable.

Some months later, after having successfully melded the graphic engine from *Interstate '76* with the AI of *Dark Reign*, everyone knew that they had a winner on their hands. But far from merely settling for some hybrid mishmash, the programmers and designers worked on building everything, including the true 3D engine, from the ground up.

Battlezone: Would A Game By Any Other Name Be As Fun?

"At the same time," continues Goldman, "Bobby Kotick, the CEO of Activision, told me we could get the rights to the original *Battlezone*. I thought I'd died and gone to heaven." Not only were Andrew's childhood finances intimately familiar with the addictive nature of this arcade favorite, but he realized that many other people held a special place in their hearts for this first-person forerunner. "It was the first 3D game ever, which is about as revolutionary as you can get in our industry. I was excited to bring it back, and I figured we had game mechanics that could further the revolutionary legacy of *Battlezone*."

And that's the original vision that motivated the *Battlezone* team to strive for excellence. Sure, they could have constructed any old background story with entirely original units, environment, and other elements. But by carrying the *Battlezone* banner, they felt they had an obligation not to soil the reputation millions the world over, including themselves, felt the game had justly earned. It pushed them to reach new heights, to deliver not only the best game possible, but the best game—period. "We [were] intent on making the new one every bit as revolutionary as the original, and that's a pretty high bar."

Reaching such a high bar doesn't come easy. "We [were] trying to make it so that you get *all* the action of an action game and *all* of the strategy of a real-time strategy game without ever leaving the first person point of view. If you can do it in an action game, you can do it in *Battlezone*. If you can do it in a real-time strategy game, you can also do it in *Battlezone*."

"The key to our ability to do this is our interface. We spent over 18 months creating an interface that would give the player all of the battlefield knowledge and command ability that traditionally comes from the RTS genre's top-down point of view, but stay in the first-person action point of view. The method we use to link our command system with our 3D topographical radar and 'smart reticle' is the breakthrough and is what made us say 'this can be done, and it's really fun.'"

Ain't Nothin' Like The Real Thing, Baby

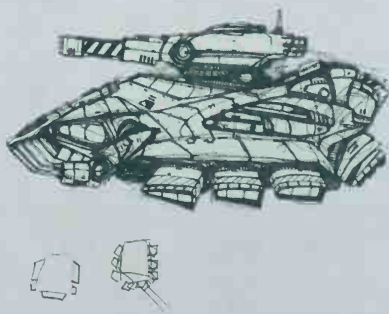


While some may question the original's influence, the similarities are there if one only looks. The volcanoes, the tanks, and most importantly, the dependence on radar for victory. All the things that could be borrowed from the original were incorporated. In fact, the early interface of the game sported the same dials as the original.

But even the original game's programmer wouldn't think of sticking with the arcade *Battlezone* in this day and age. "I think it would've been a mistake to be too closely tied to the original game," noted Ed Rotberg. "For one thing, the original *Battlezone*

was an arcade game, and that dictated a lot of the play depth. The home market allows the designer to add more depth and hopefully what we call 'legs' to the game.

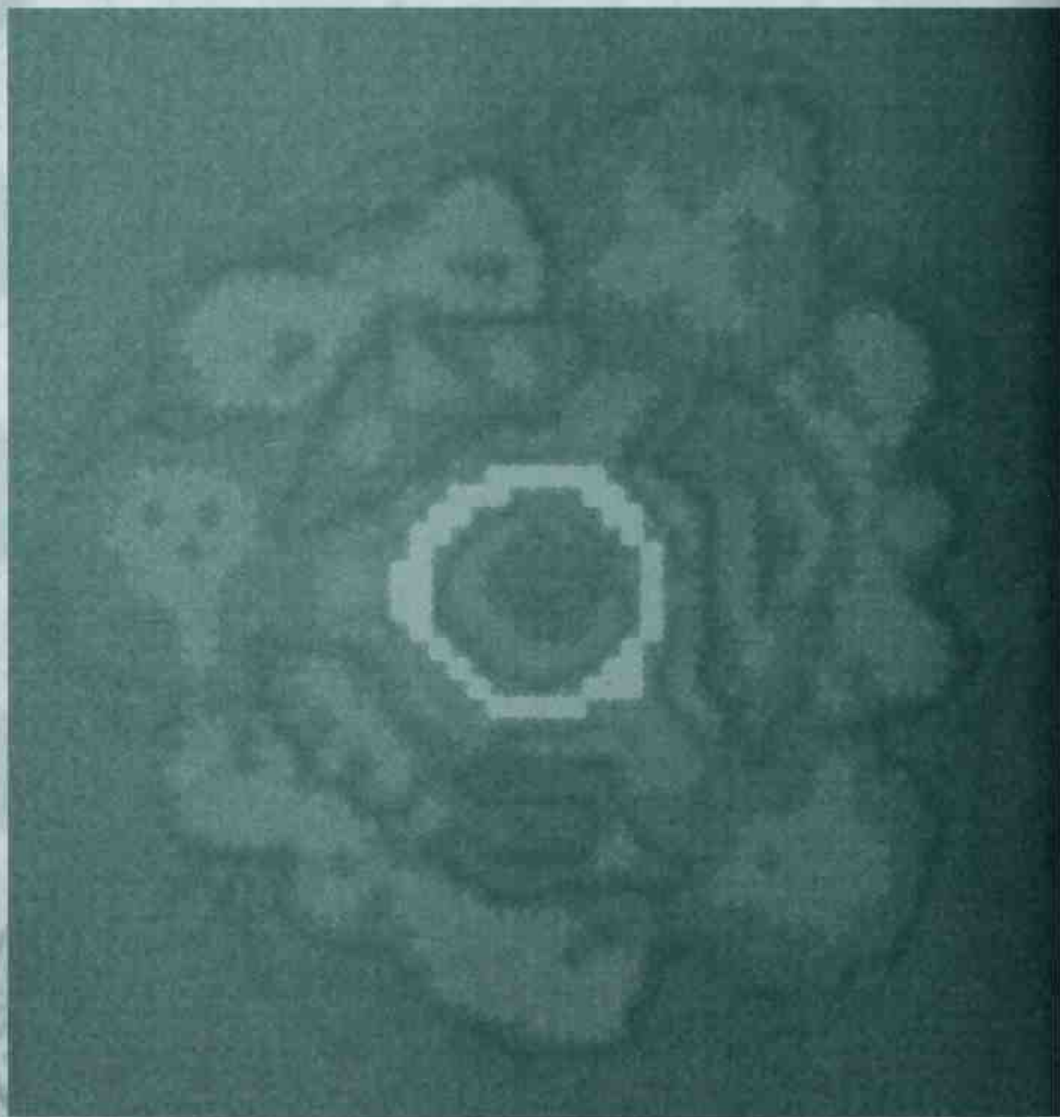
"Secondly, the technology allows so much more to be done today than was possible in 1980. For example, remakes of popular movies and old-time television shows would usually not benefit from being made in black and white and in mono sound. The same is true with video games. If you can use the technology to make a richer, more engrossing and fun experience, you should not let a blind commitment to replicating the original game tie a designer's hands."



While the jury is still out as to whether gamers will recall this incarnation seventeen years from now with the same fondness that they feel for the original, there's little question in the minds of nearly everyone, from the programmers to the people reading this book, that we're witnessing the beginning of a whole new revolution in computer gaming which will no doubt have reverberation for some time to come.

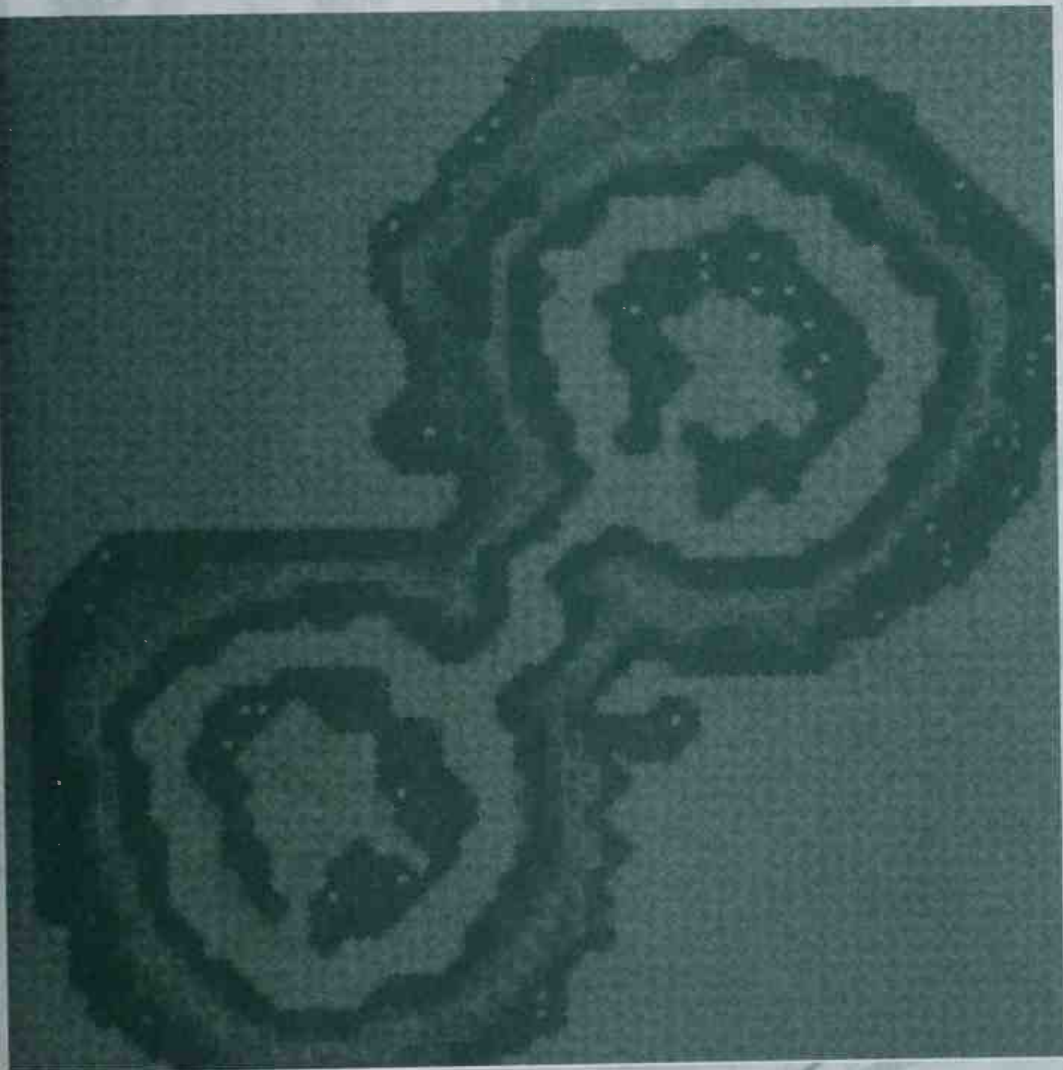
BATTLEZONE

MULTIPLAYER MAPS

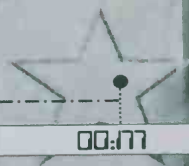


Leap of Faith

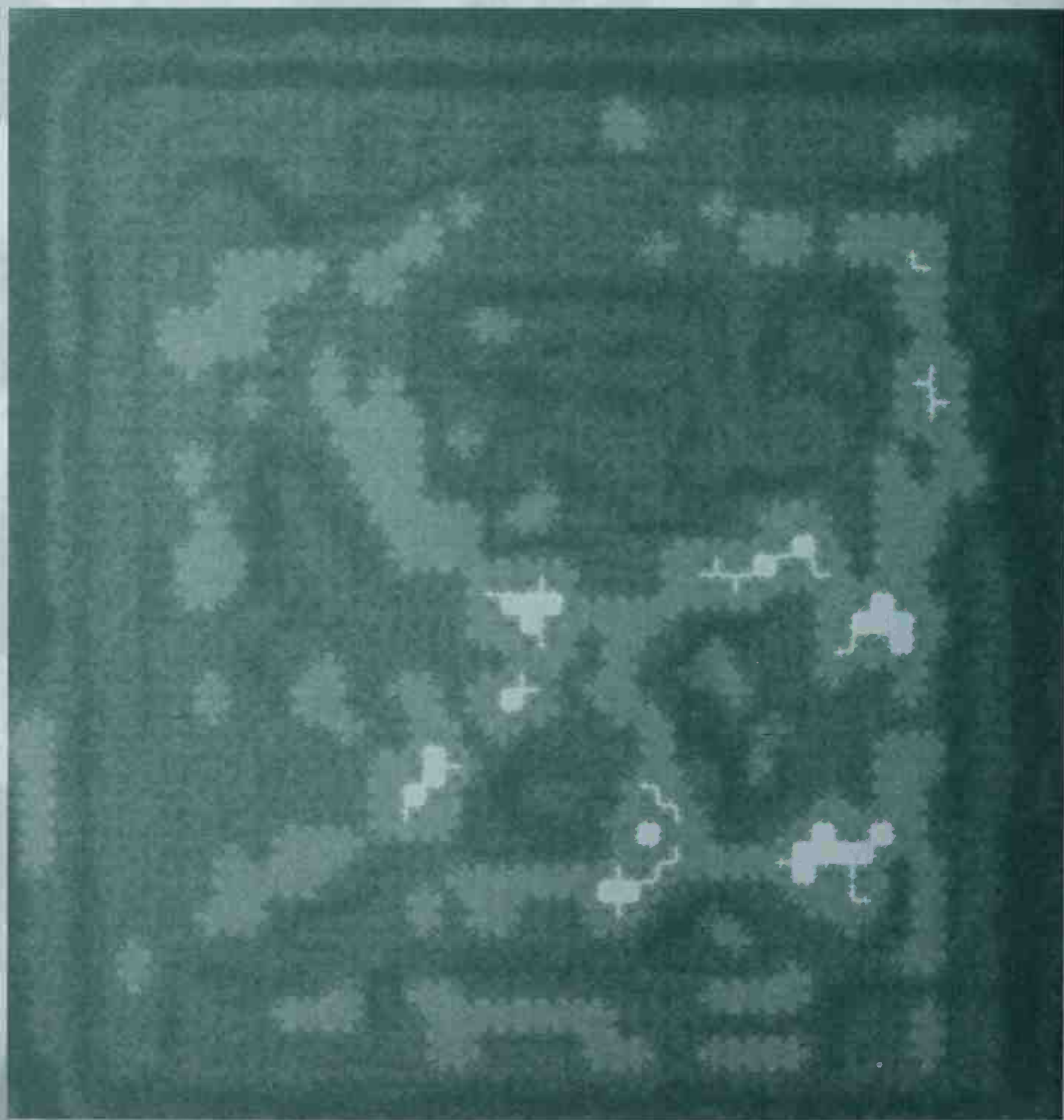
BATTLEZONE MULTIPLAYER MAPS



Rings of Fire



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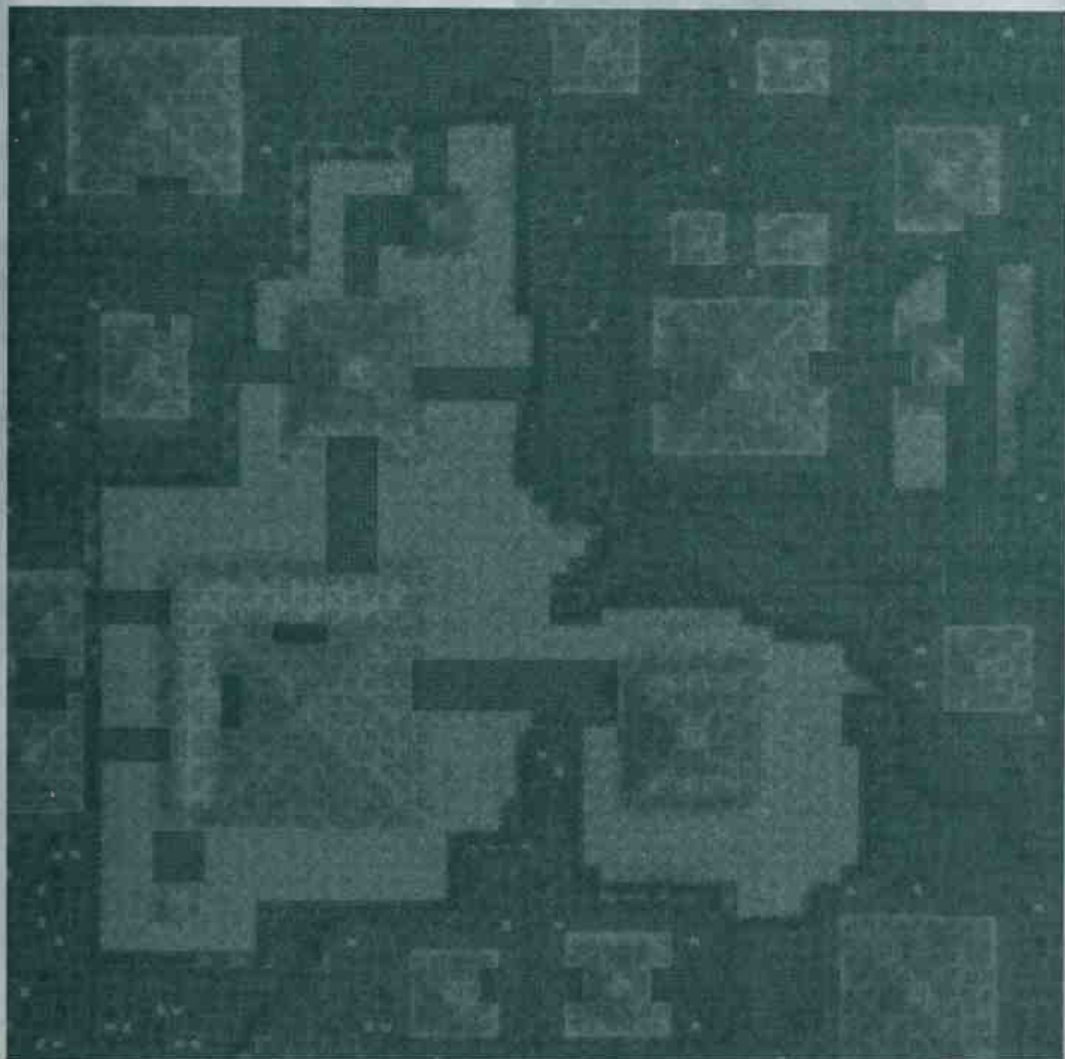


Monolith's Revenge

BATTLEZONE MULTIPLAYER MAPS

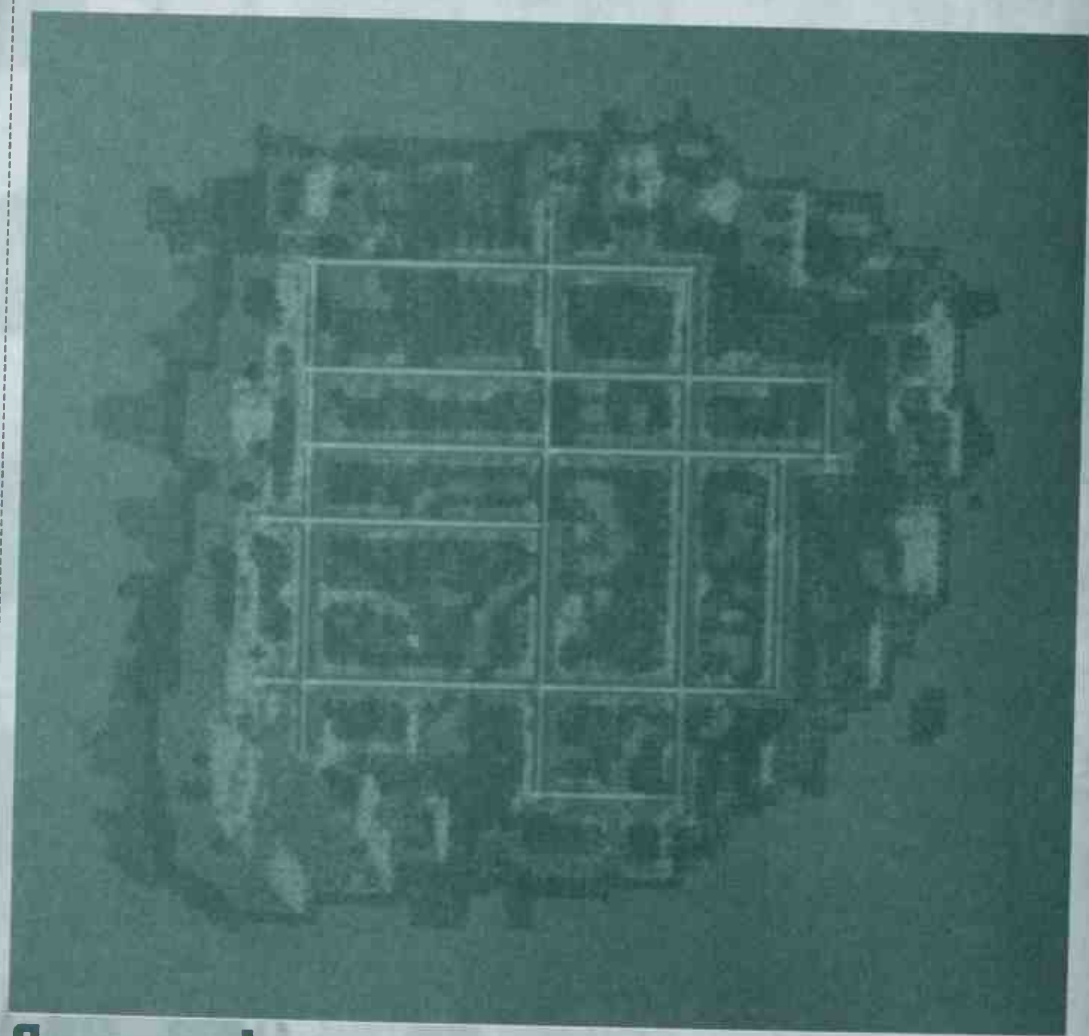


BATTLEZONE MULTIPLAYER MAPS



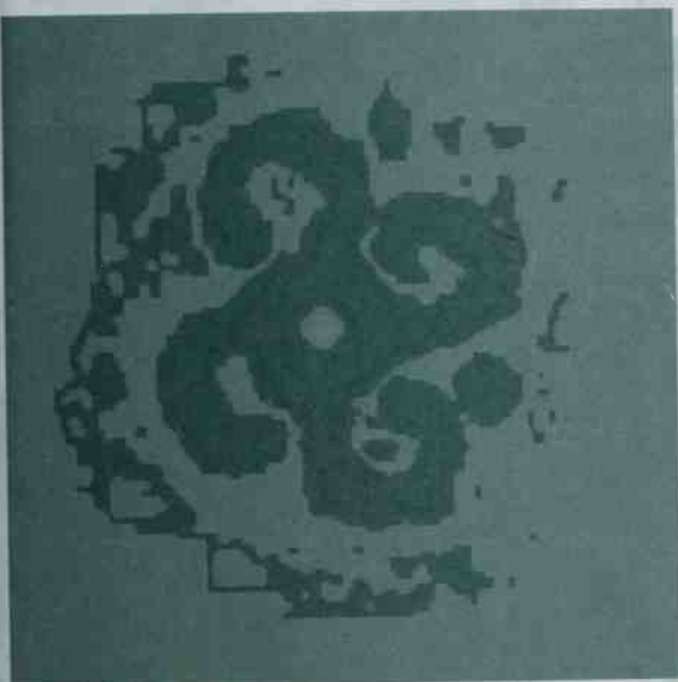
Entombed

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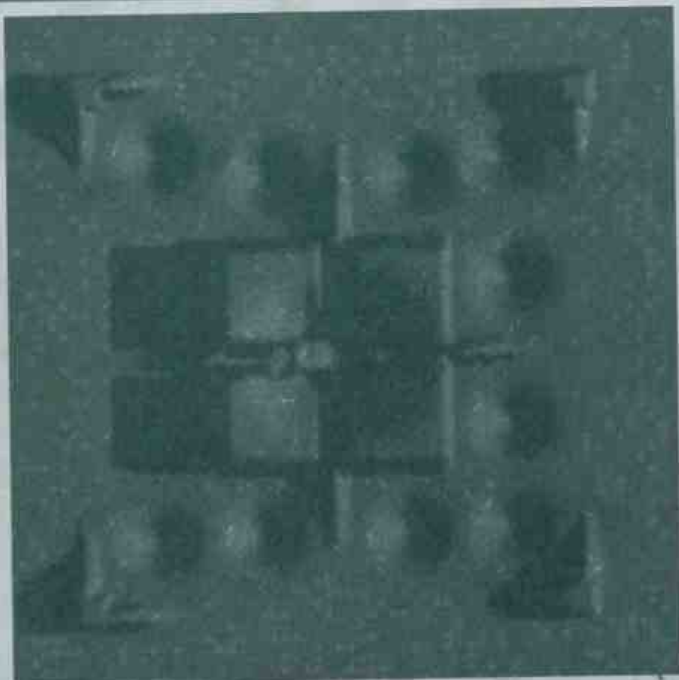


Crossroads

BATTLEZONE MULTIPLAYER MAPS



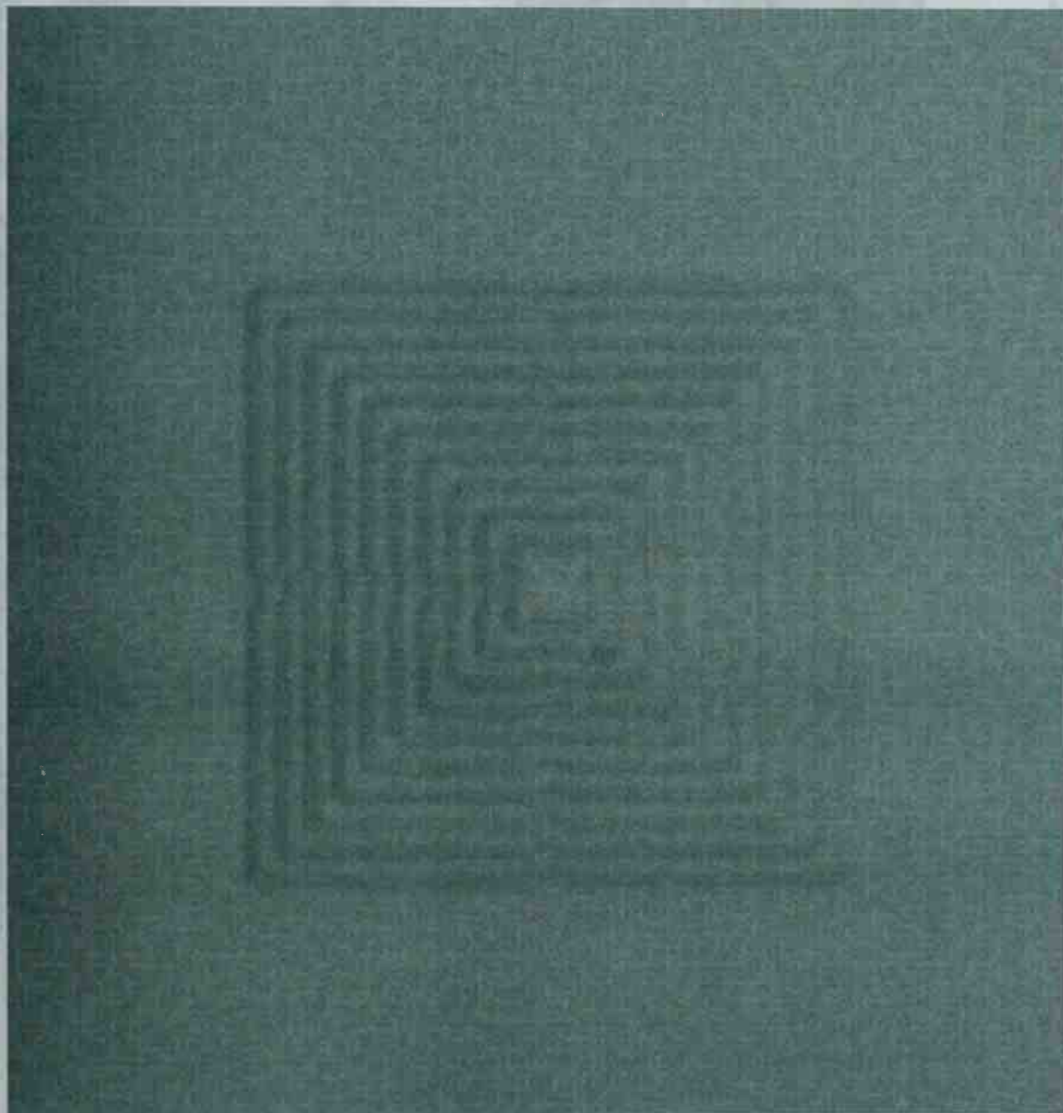
King of the Hill



Crown

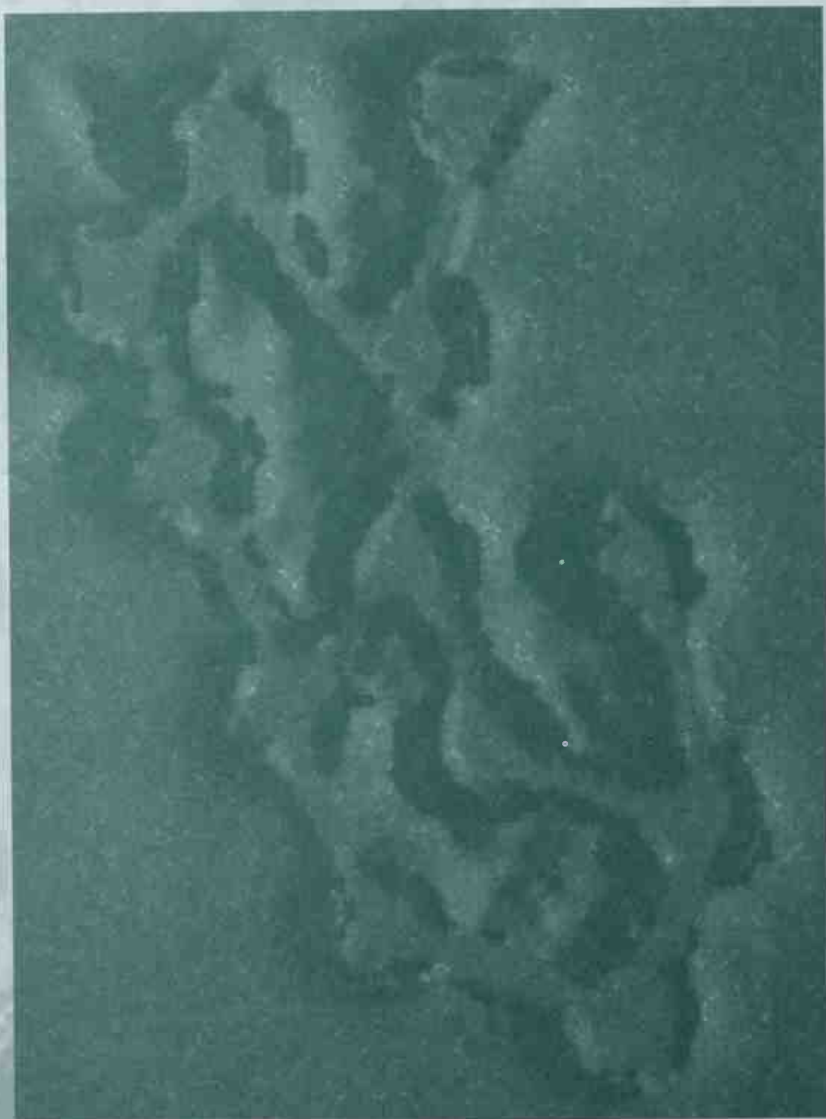


Mars Rally

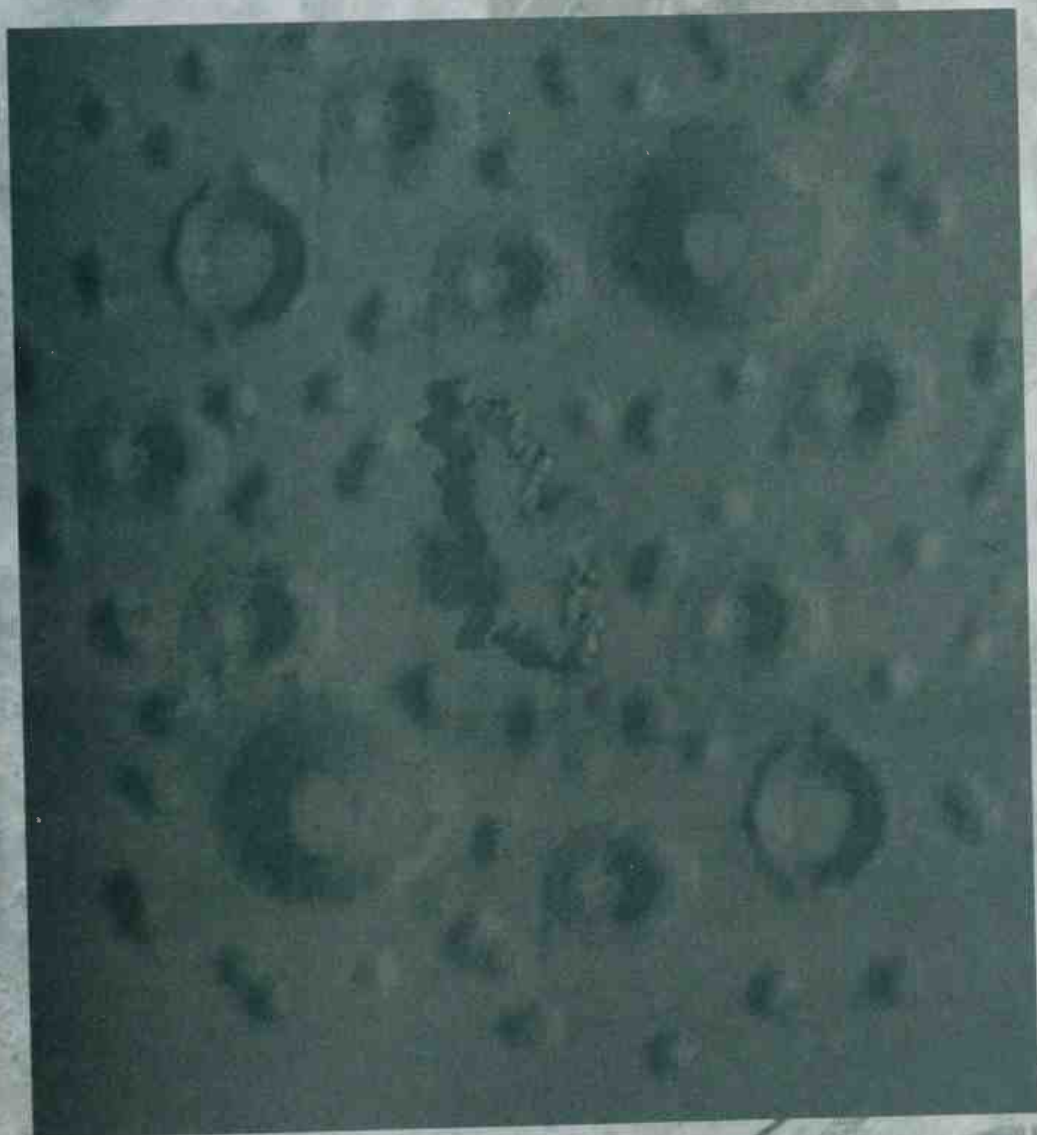


Great Pyramid





Theater o' Pain

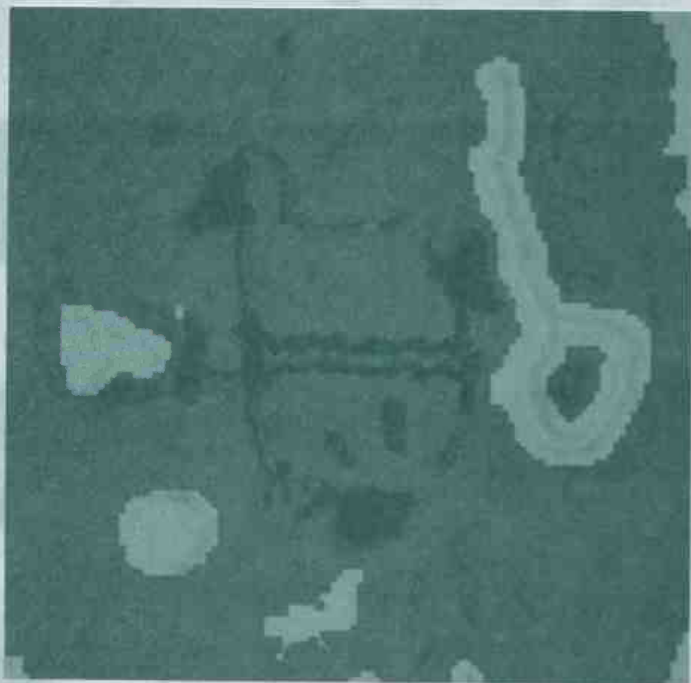


Moon



BATTLEZONE MULTIPLAYER MAPS

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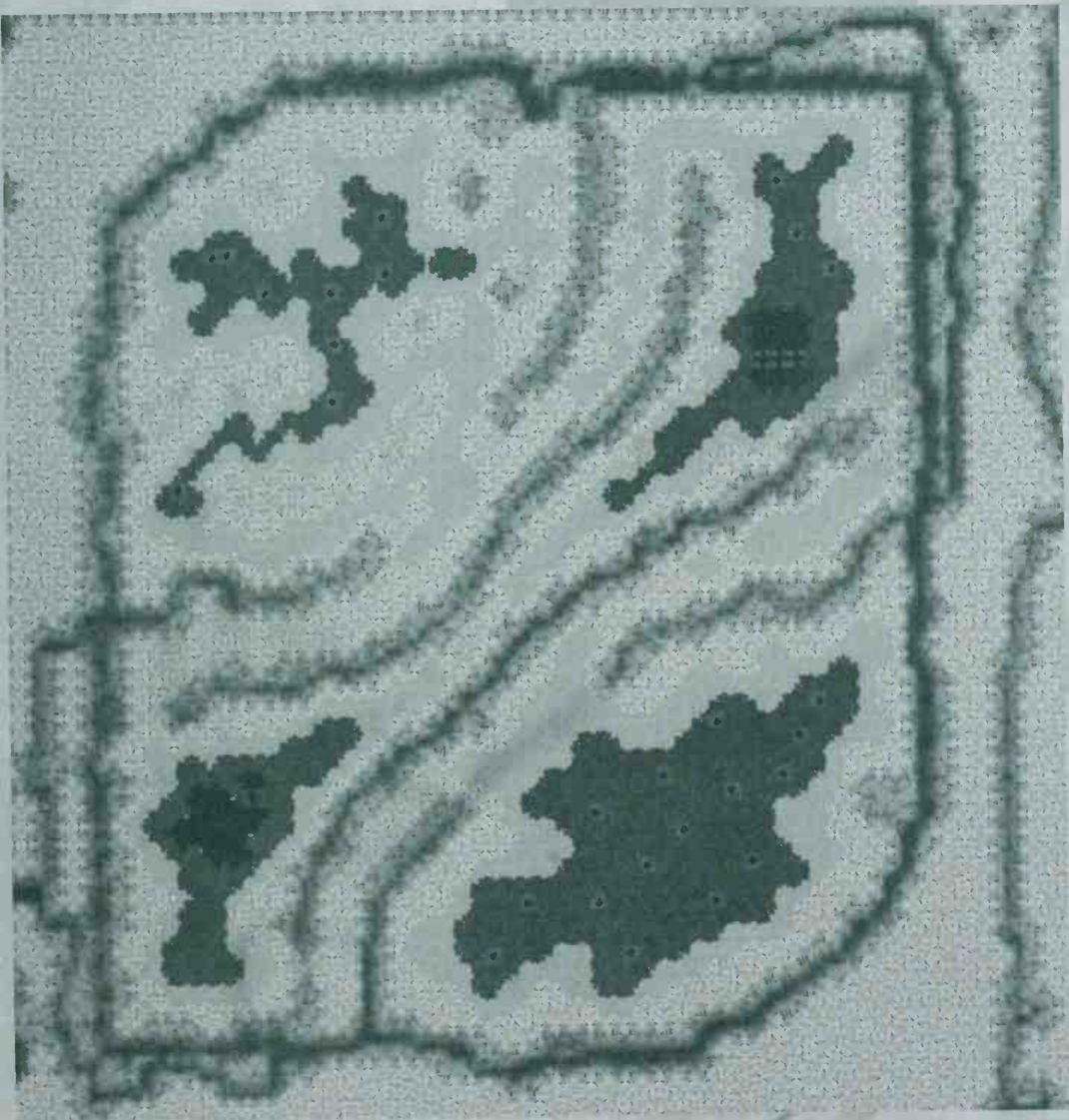


Big Venus Map



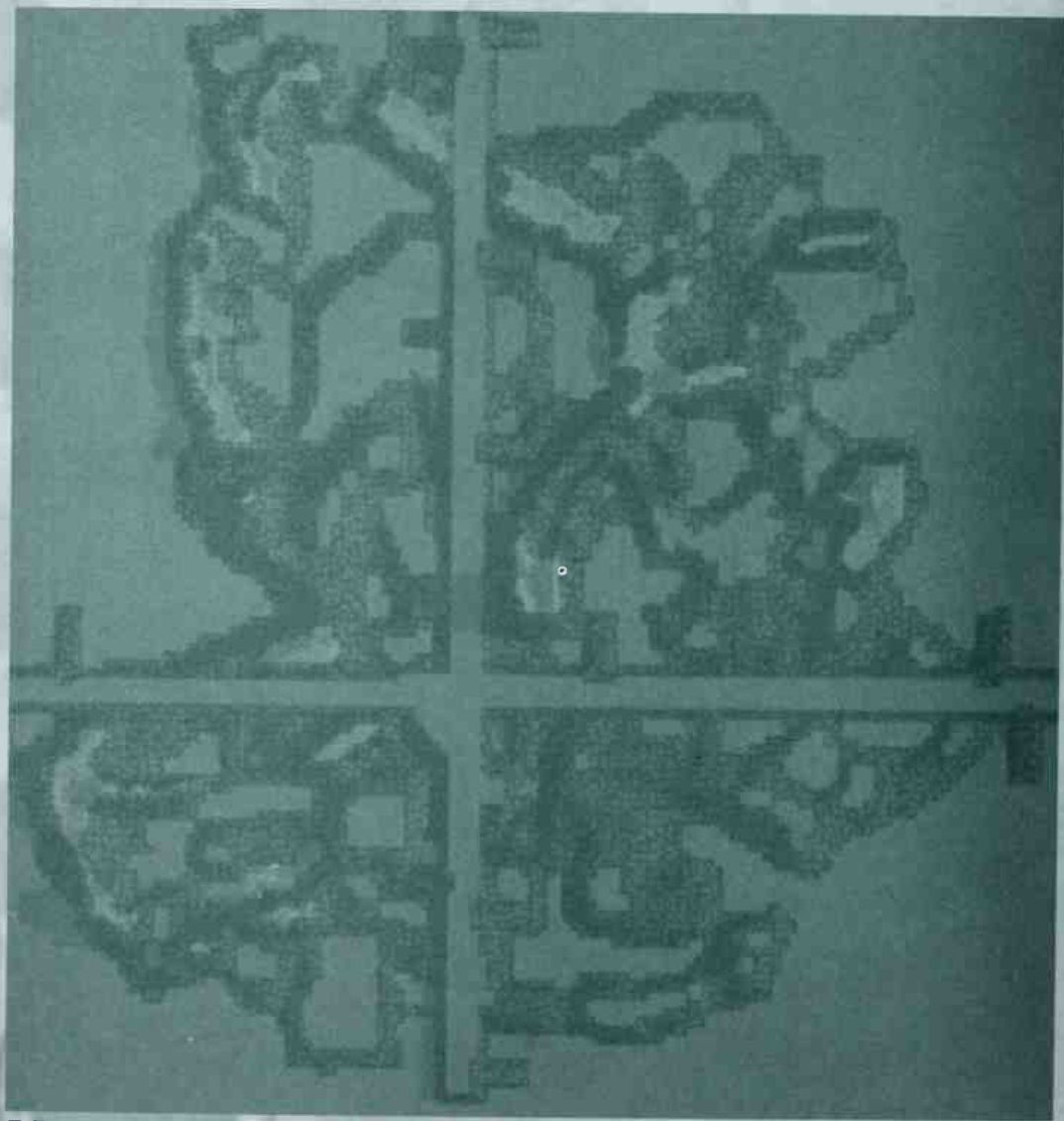
Blast Chamber



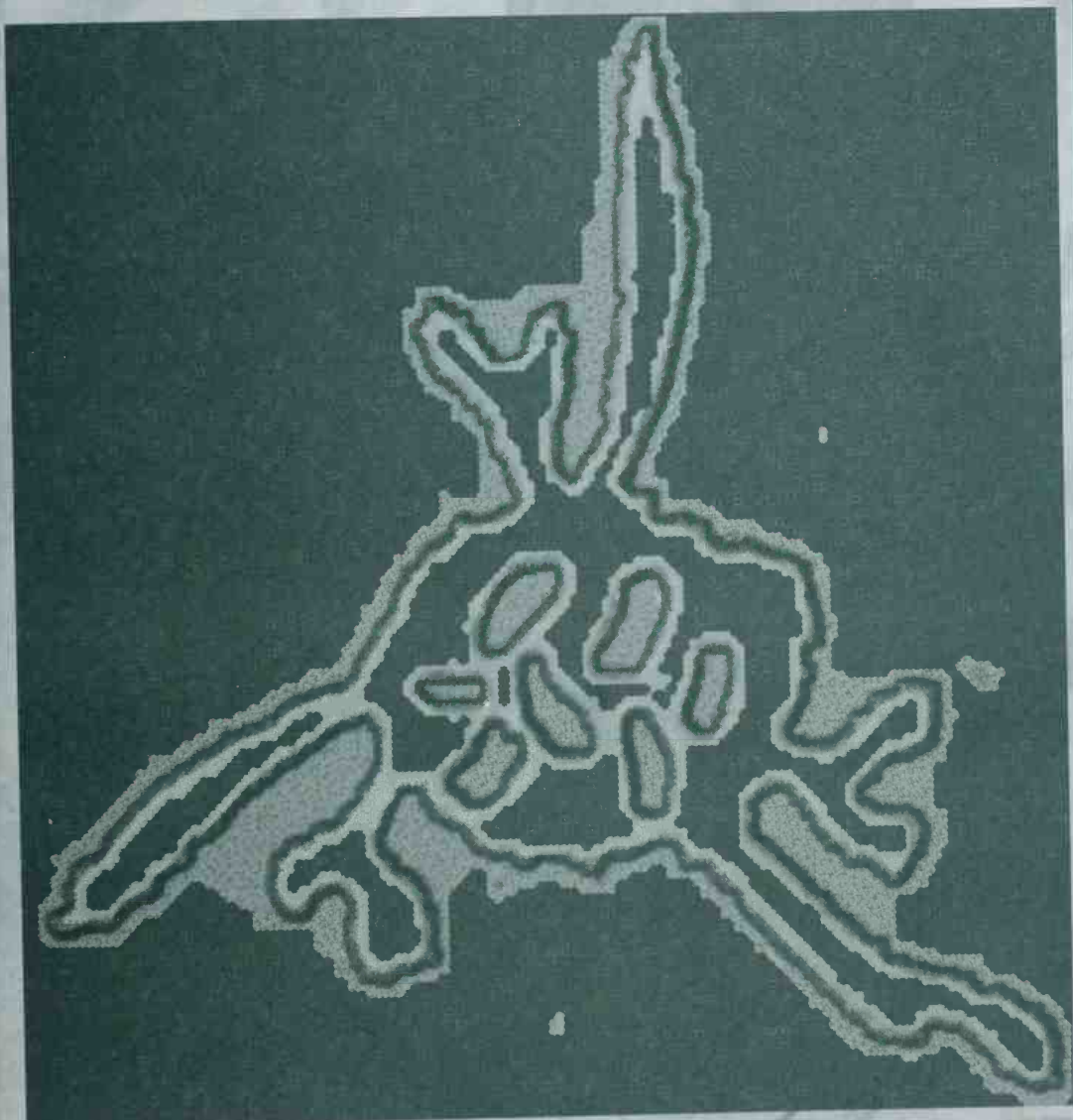


Snowed In



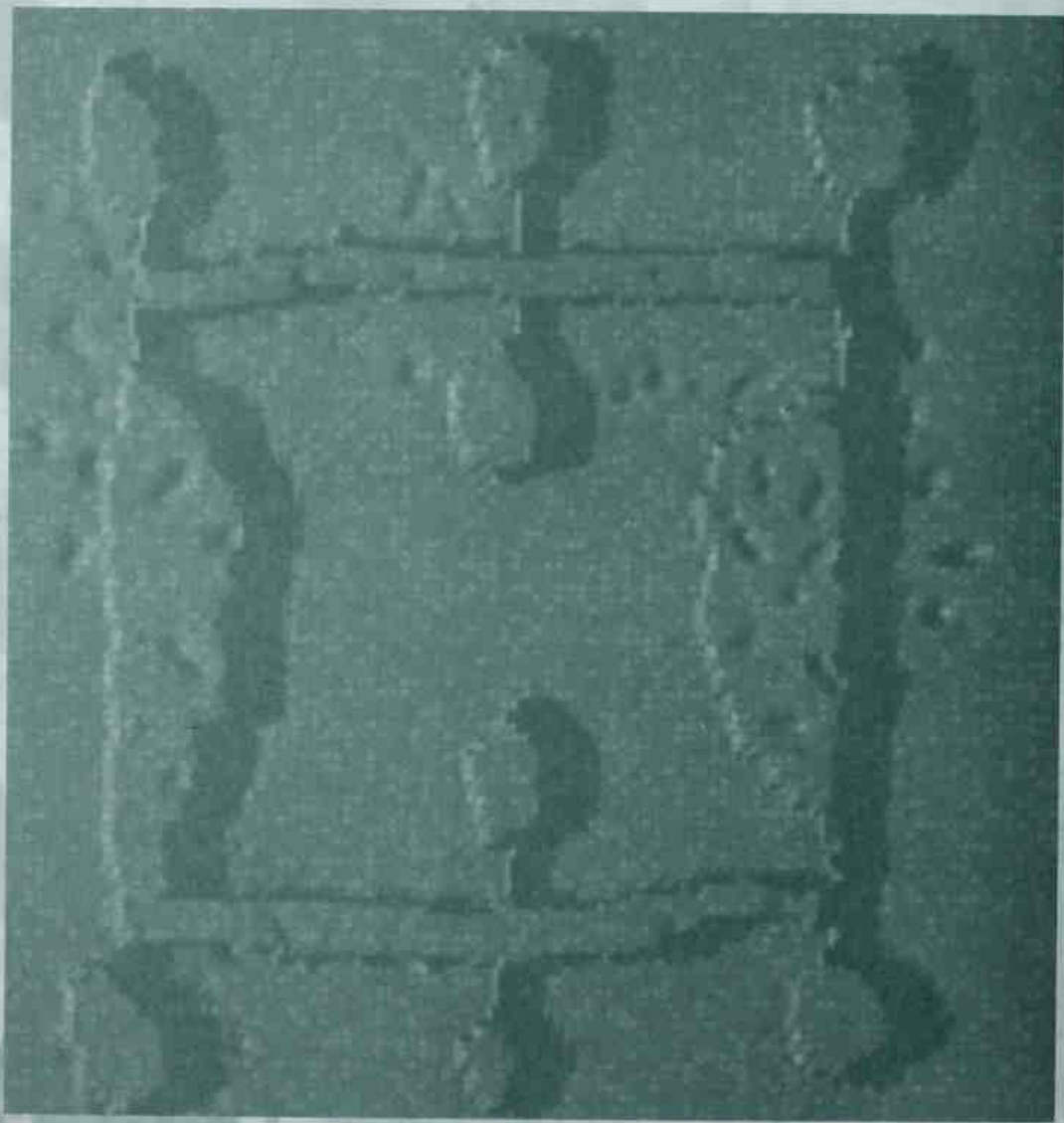


Neo-Halofexx



Ice Ice Baby

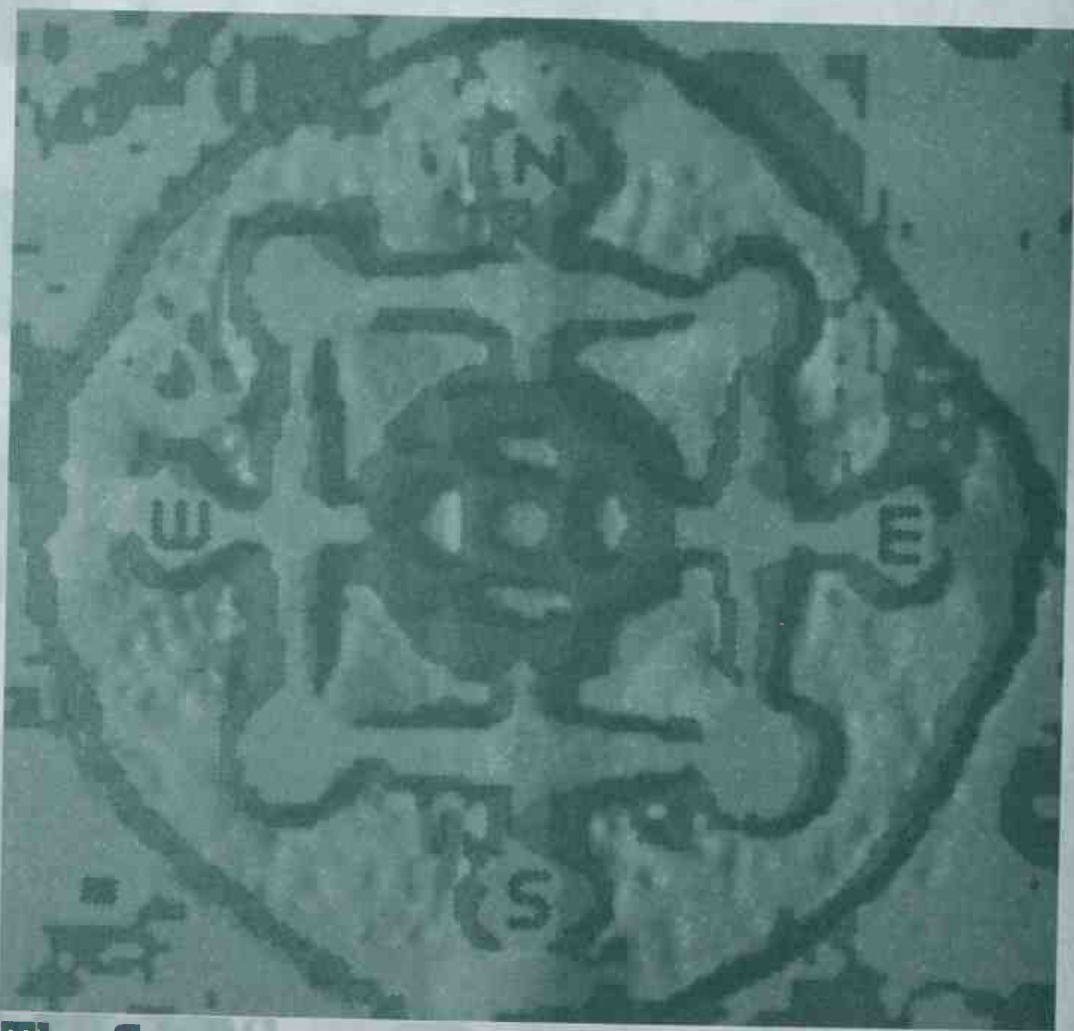




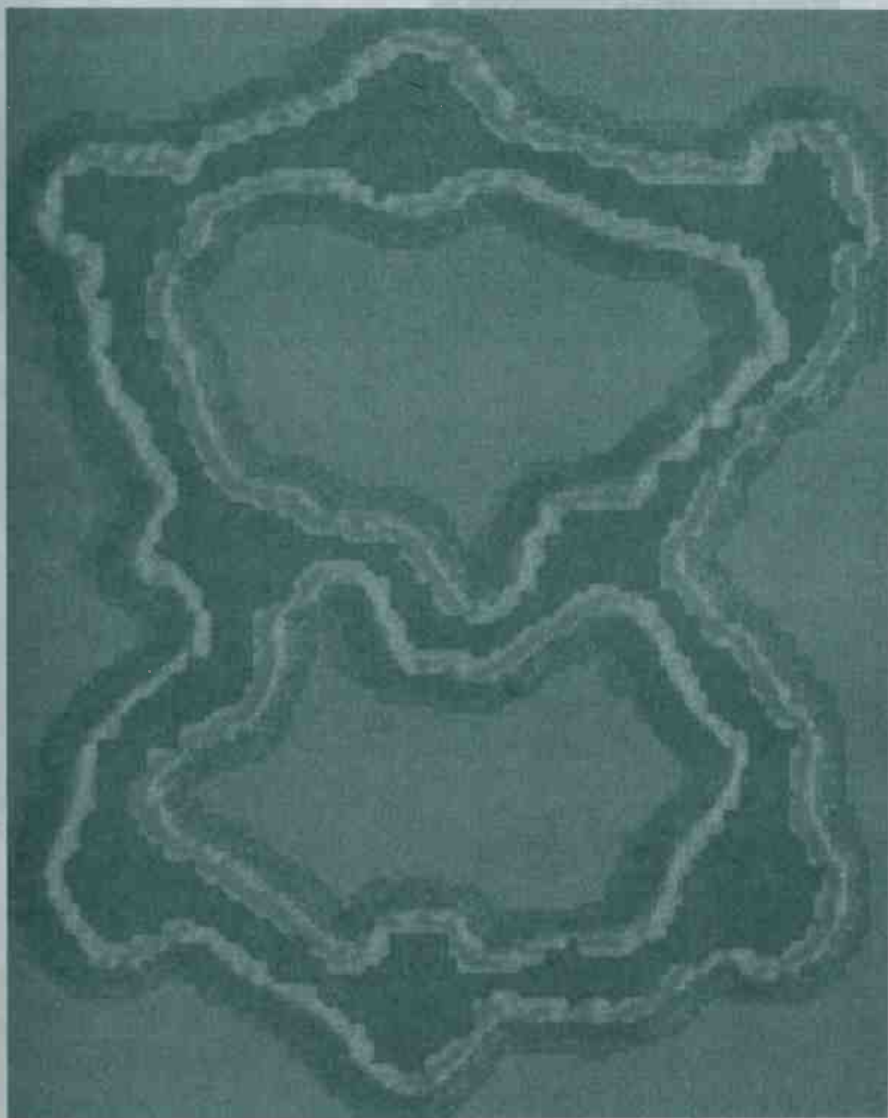
Corner Pocket



Citadels

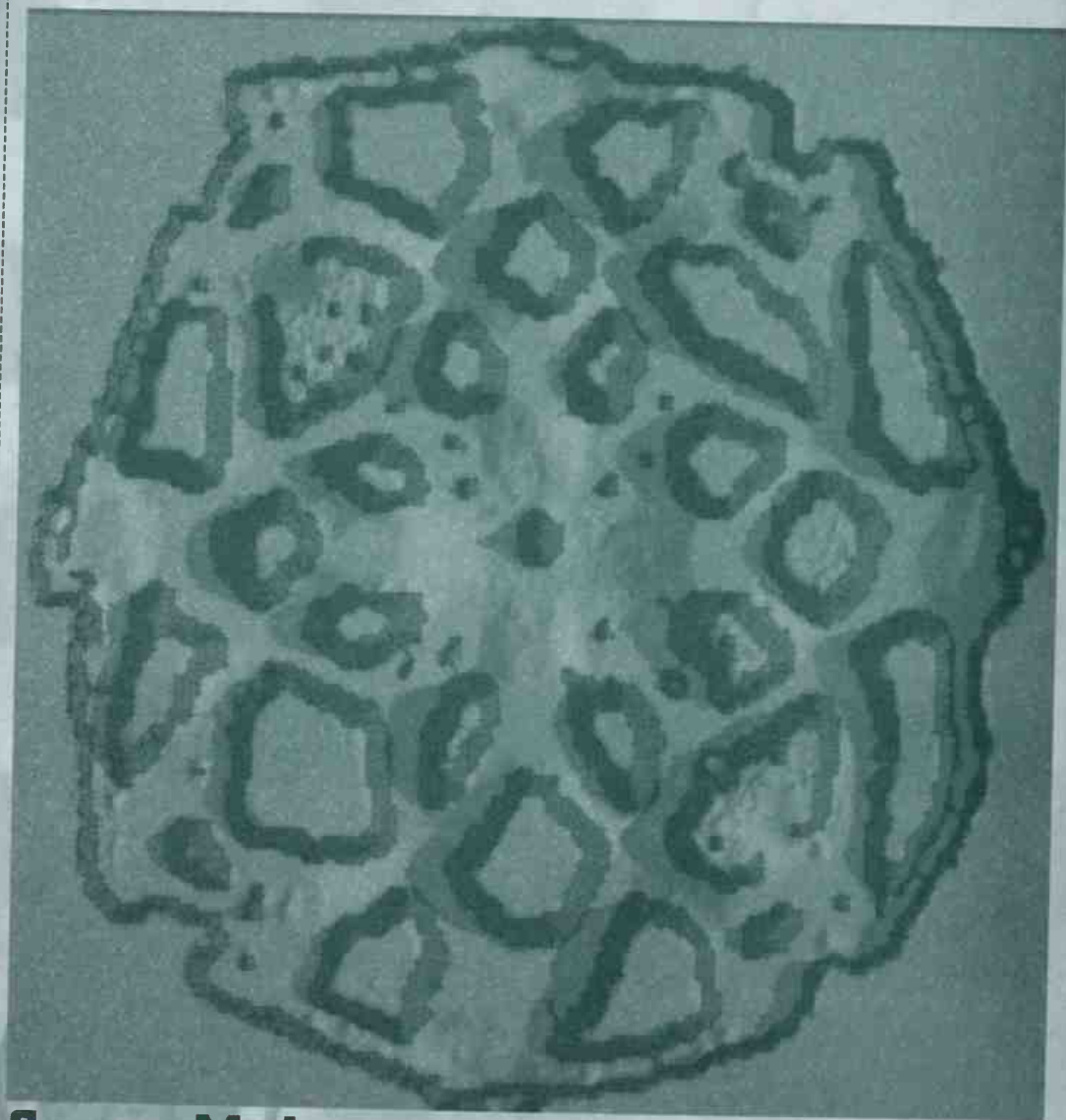


The Compass



Purgatory



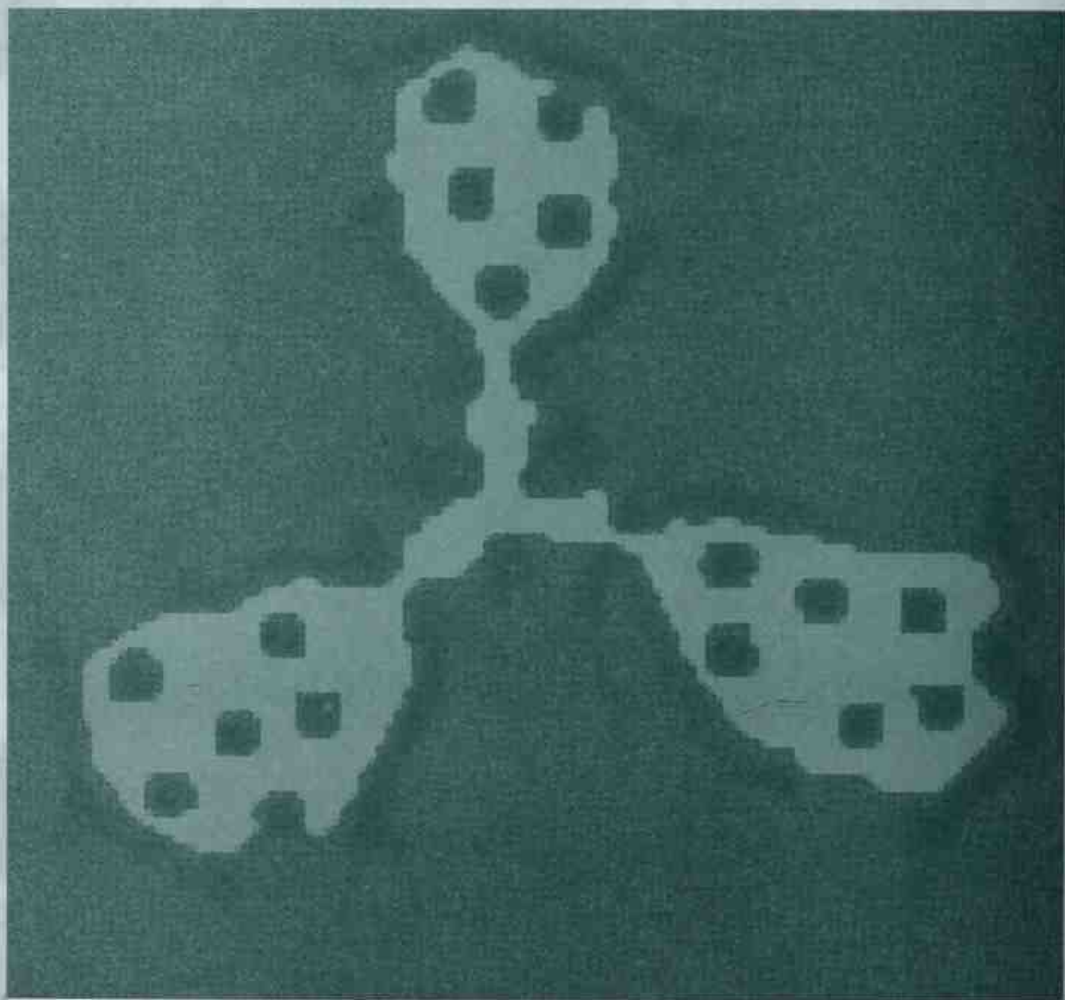


Canyon Madness

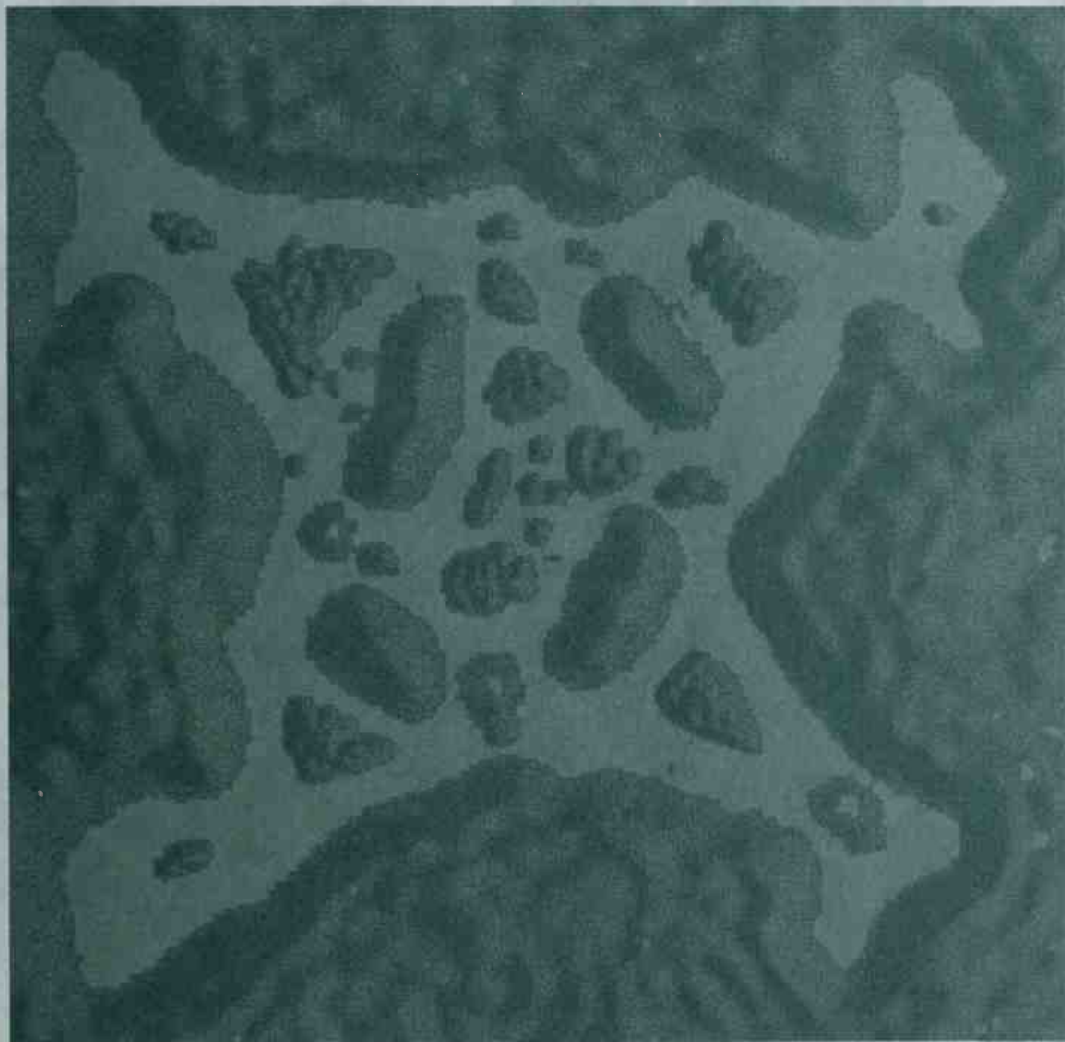


Par 3

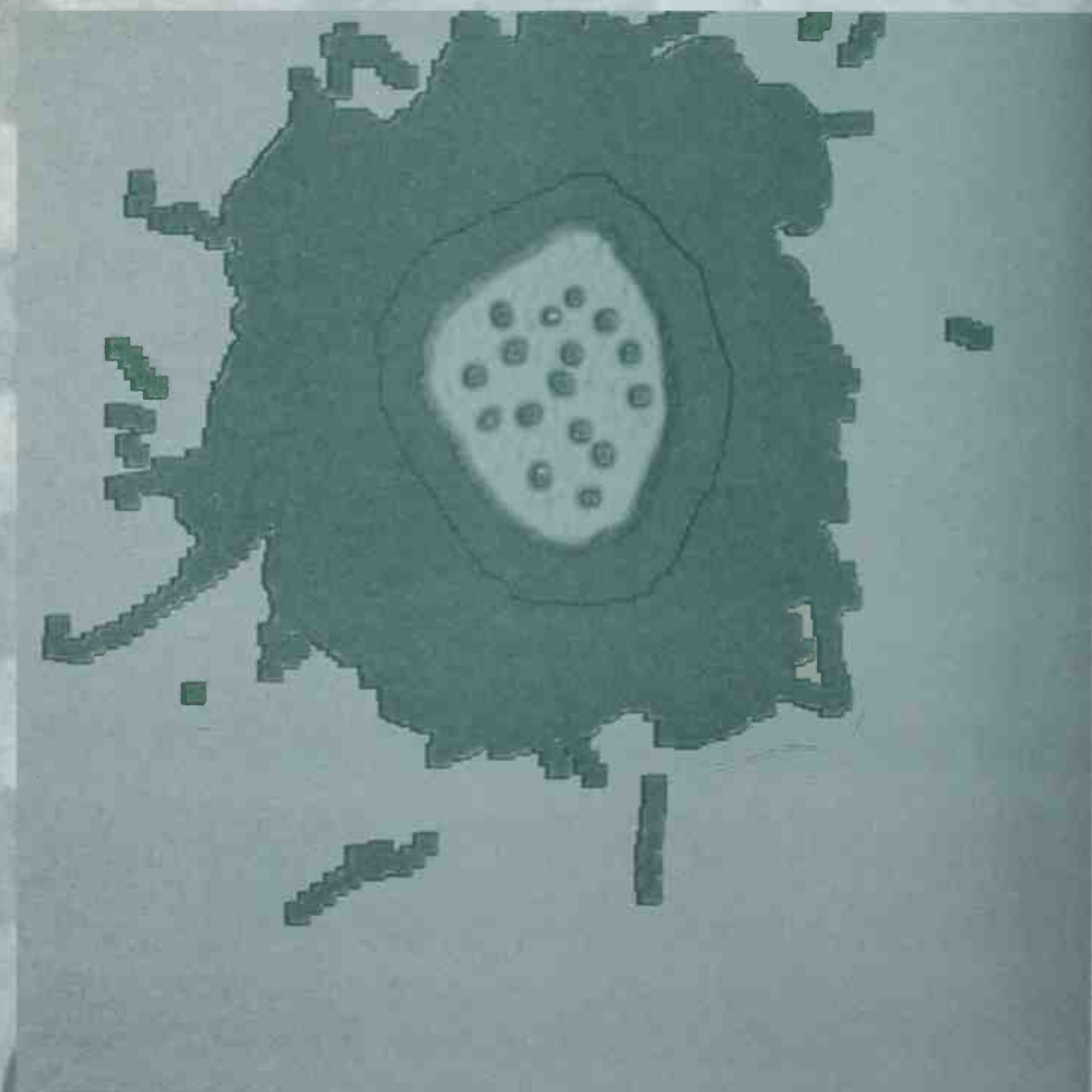
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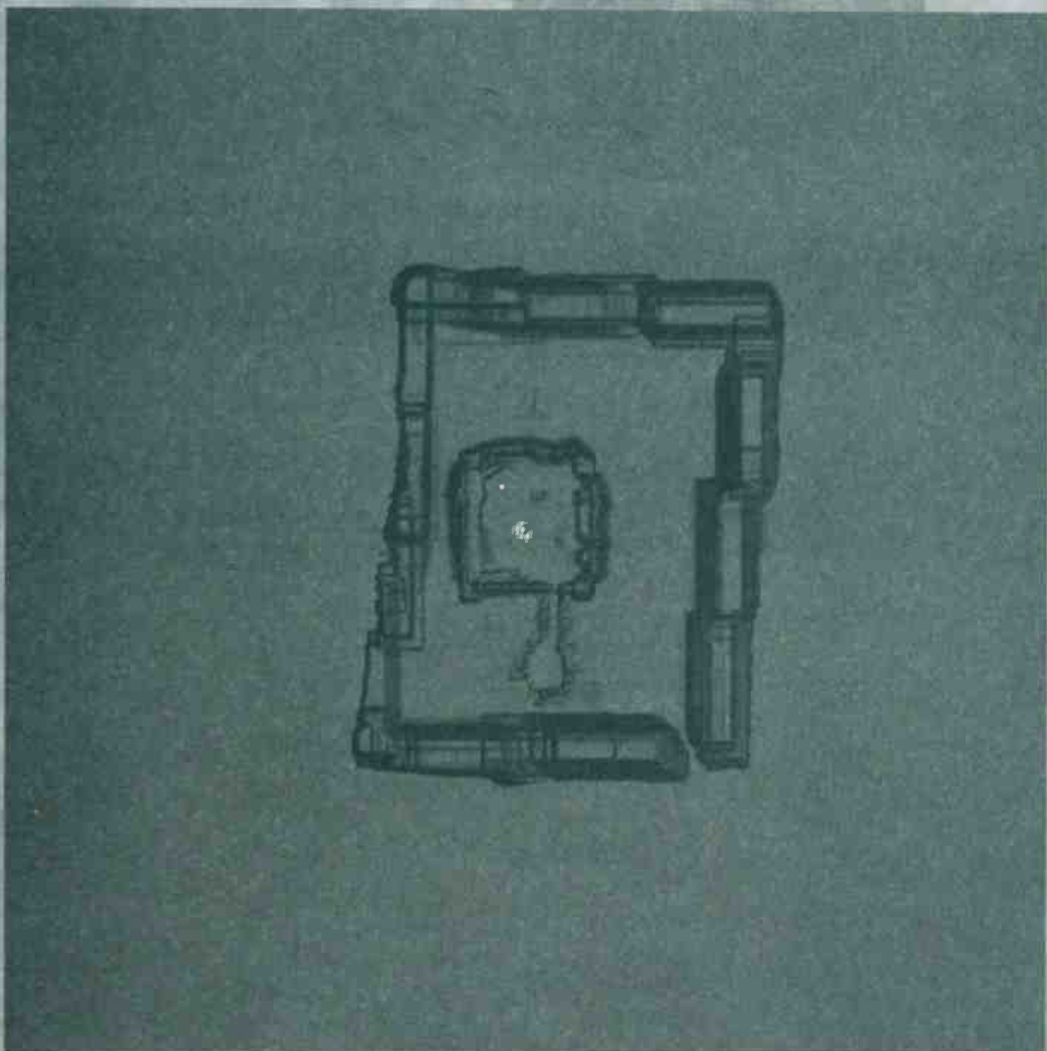
Battle by the Sea



Paranoia



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Singularity

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